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SPEED KILLS

BUT IT'S YOUR ONLY HOPE OF ESCAPING

TUNNEL B1

YOUR THROAT'S ON FIRE. THIS TIME. EYES BLEED. HEAD POUNDS. THIS TIME. NEITHER ROCK NOR STEEL WILL STAND IN YOUR WAY. NEITHER CHOICE NOR CHANCE WILL OPPOSE YOU. THE CITY ABOVE IS THREATENED WITH EXTINCTION. MAKE NO MISTAKE, THE PRESSURE IS ON. TUNNEL B1 IS THE ONLY WAY IN. THIS ISN'T GOING TO BE EASY.

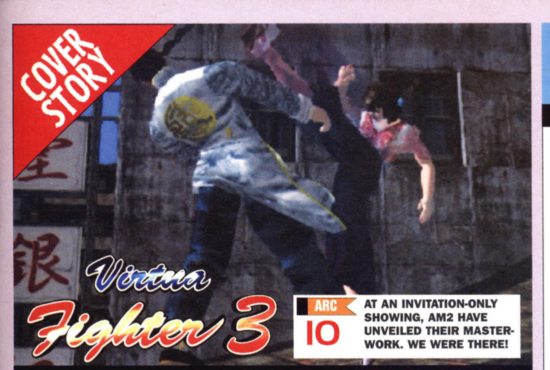
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COMPUTER AND VIDEO GAMES #178 September 1996

THE 3 GREATEST GAMES!

AS THE WORDS OVER TO THE LEFT TELL YA, WE'VE GOT THE THREE GREATEST GAMES EVER – RIGHT HERE! JUST LOOK FOR THE CELEBRATORY GOLD PANELS AT THE SIDE OF THE RELEVANT PAGES.

WELCOME TO OUR HOME! CONTENTS



• THE MOST AMAZING FIGHTING GAME IS LAUNCHED! •



OLD CRAP GAMES!

ED'S CRUD TIPS!

BLACK & WHITE REVIVAL!

IN THIS MONTH'S **SPECIAL PERMA-TAN EDITION** THERE'S A **COMPLETE MOVES GUIDE TO *SOUL EDGE***, TOP TIPS FOR **TRACK AND FIELD**, RED-HOT ***QUAKE* GIBLETS**, YET MORE OF **YOUR BOLLOX DRAWINGS**, AN ALL-NEW **DRONING FAN SECTION**, AND **SOME OLD GAMES ON C15 CASSETTES!** PLUS **CHARTS!**

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FIRST RESULTS OF OUR 'INVENT A MARIO POWER-UP' COMPETITION. PLUS THE CHALLENGE CONTINUES.



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IS *PILOT WINGS 64* AS REAL AS PEOPLE RECKON? WE STRAPPED THE MICROGOBLIN TO THE WING OF A JUMBO-JET TO FIND OUT!

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EASY REFERENCE TO EVERY GAME IN CVG.

EDITORIAL



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ALMOST TOO GOOD TO BE TRUE!

In my four years working as a video games journalist, during which time I have seen *Sonic* speed to superstardom, and 32-bit systems bring the arcade experience much closer to home, I have never witnessed a euphoria such as the one surrounding Nintendo 64's arrival. And those who have been here twice that time cannot remember anything quite like it either.

You might guess that there are people here who don't ordinarily 'go for games' in such a big way as the those writing the magazines; marketing personnel and ad managers for example. But all faces lit up at the sight of *Super Mario 64*, and you could feel the atmosphere in the games room lift in the way it would if a famous celebrity were to make an entrance.



You should read the eight-page feature on the *SM64* to appreciate the step forward this title represents, bearing in mind that this isn't just a hardware issue – all developers should aspire to make games of this standard. Indeed there are some this month which prove imagination and originality in games are not dead: *NiGHTS*, from Sega, is one notable example. The overwhelming adrenaline overload that is id's *Quake* has proven irresistible to everyone in the office too.



Underlying all this are developments with just as much potential, with the only frustration being that the UK has to wait so long to reap the benefits. Still, months feel like days when you're having fun. That's what we're here to provide, right! Just bear in mind everyone reading this will have the choice of kings spread before them by the time six months is up.

Paul Davies

GERZANG!
SCREAM!
WHAT A DIRTY CARPET!

CVG RATING SYSTEM

HIGH FIVE! HIGHEST CVG RECOMMENDATION

5...EXCELLENT (HIGH FIVE!) Makes the hairs on the back of your neck stand on end! Whenever the High Five is lit, you know this game is essential.

4...VERY GOOD Outstanding quality. Only minor limitations prevent this game from being an all-round 'must have'. Among the best money can buy for your machine.

3...GOOD These games may not be innovative, or fall into everybody's notion of ideal. They are either well produced examples of common concepts, or slightly flawed workings of originality. But they are definitely worth looking at.

2...PRETTY BAD There's something fundamentally wrong with the mechanics, or the presentation lets the game down (ie it's in a foreign language). Could still keep some people happy, but we can't wholeheartedly recommend it.

1...VERY POOR An all-round loser: We're depressed by it. The company responsible are embarrassed by it. And you could really get by a lot better without it.

NEW




Super Mario 64 was never going to be less than great. Still, we didn't expect the landmark achievement it represents. From now on if ever we are presented with such a revelation as *SM64*, that game will receive this new award. Probably you will never see it used again. However we sincerely hope that the opportunity will arise soon.

WRITE FOR COMPUTER AND VIDEO GAMES

Care to be a Staff Writer on the world's first and still the best computer and video games magazine? Here's your opportunity. We're looking for somebody – male or female – who has a vast knowledge of video games, and is able to apply that very important qualification to forming accurate, and entertaining opinions on all the latest titles. Though this may sound pretty glamourous, you will be expected to work overtime for no extra pay, which may include weekends where necessary. In turn this will require you to work well within a team, which should also mean that you are a sociable personality who is at ease conversing with important people in this industry. Emap Images is expanding its territories all the time, so there are big opportunities for all concerned. If you know that you have the right qualifications for the job, submit your CV plus examples of your writing skills, and any other ideas you might have, to:



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PLANET DISTRIBUTION

These people rushed an N64 to our sister magazine, Nintendo Magazine System, before the postman could get our personal ones over here! By the way, Planet still have a limited number of ultra cheap N64s plus games available. So call them quick, on this number:
0171 537 3333

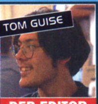
VIDEO GAME CENTRE

Among the most helpful people we know. The amount of times we've been stuck for a game, and the Video Game Centre has come up trumps. It's mainly imported stuff they sell, but they're right on track with official stuff too. Anyway, here's the number to reach them on:
01202 527 314



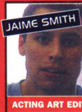
EDITOR
CURRENT FAV GAMES:
- Super Mario 64
- Pilot Wings 64
- Dragon Quest VI
- Super Mario Kart
- NiGHTS
- VF2

The week following 23 June for Paul Davies was one of the most important in his life. And he immediately entered into a competition with Jaime to fathom exactly which one of them deserved an N64 the most. Paul, because he was Deputy Editor on the official Nintendo magazine. Jaime, because he used to work in an import shop when the Super Famicom first came out – and he has been anticipating the next machine since then. In the end Paul stole the office machine for the weekend. Smelly pooh bag!



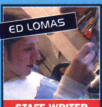
DEP EDITOR
CURRENT FAV GAMES:
- NiGHTS (the best)
- Super Mario 64
- Quake
- Virtua Cop
- Prop Cycle
- Time Crisis

Our special Dep Ed celebrated his birthday this month, whereupon he was overjoyed to receive a step-down power converter as his main gift. That's how exciting Tom's birthdays really are, folks. Spiritually Tom has been torn in two-and-a-half this exciting games period. Which does he love the most: *NiGHTS*, or *Mario 64*? And then there's Quake, which is "just awesome, man." Well it was Problem Solved when Ed sketched a touching scene of *NiGHTS*, hand in hand with Mario, on a Post-it™ Note.



ACTING ART EDITOR
CURRENT FAV GAMES:
- Super Mario 64
- Pilot Wings 64
- Prop Cycle
- Street Fighter Alpha 2
- Tehkan World Cup

What to do when there's everything to do all at once? Simple: Do nothing! That has been the temptation for Jaime right through this month. With N64 singing from the games room, and the most awesome contents of CVG to date awaiting his design credentials, you can't blame him for feeling a little shell-shocked. Only thing that prevented him from sitting, staring into space was the abject terror at the thought of losing it all. So that's what we threatened him with – lazy ass, goodfurnothin', sonuvva frassin' rassin'...



STAFF WRITER
CURRENT FAV GAMES:
- Super Mario 64
- Quake
- NiGHTS
- Pilot Wings 64
- Fighting Vipers
- VF2

Just how Ed would react to Nintendo 64 remained an intriguing thought prior to the system's arrival. Games don't escape too lightly from Super Staffy's 6th, 7th, and 8th senses – which he employs in times of extreme excitement. Those unearthly Lomas eyes have been turned against *NiGHTS* – which survived just four hours before succumbing to Ed's powers of 'completion'. Then took *Super Mario 64* home for the weekend, during which time he completed that too. Freak.

APOLOGIES AND A PRIZE!

FROM TOM GUISE

In the flash blind frenzy that consumed me during the writing of the NiGHTS review, I inadvertently named Tetsu Katano as the genius responsible for the music. He's actually the genius responsible for A-Life. The composers of NiGHTS' excellent soundtrack are Tomoko Sasaki, Naofumi Hataya and Fumie Kumatani (pictured here). To make up for my blunder, and also to celebrate the brilliance of Cybersound, I've decided to give away three copies of the official NiGHTS soundtrack, only available in Japan. Simply answer this question. Which magically-deprived members of the CVG team don't like the NiGHTS music?

Send your answers to: Mike and Jaime Competition, at the usual address. And once you've heard it, if they ever answer the phone, whistle it at them!





DEP ART EDITOR
CURRENT FAV GAMES:
- Super Mario 64
- Duke Nukem 3D
- Track N Field
- Quake

It's no secret that we're all the best of mates, now that Mike's converted to the cause: to have everybody in the UK wired up to a games machine within the next five years. Your gran included. Brother Newson's role is to mingle with the unconverted, assuming the guise of a non-believer, then feigning astonishment at the mere sight of a video game. He's the kind of person who stands behind you in the shop and asks, "Who makes this game? It loo-ooksss goo-oood doezzzn't iiiiiit???"



PHI'LL
CURRENT FAV GAMES:
- VF2
- Pilot Wings 64
- Street Fighter Alpha
- Quake
- Sega Rally

And so to the hippity-hoppity, bippity-boppity world of Philip Dawson. The first week of the month Phil hadn't, wasn't, and didn't appear to have any intentions of causing disaster. Which is unusual. However it was when we attempted to hook up the TV Systems Converter to the N64 that the news hit us: Two years ago a Work Experience person was asked to set up the recently acquired Japanese PlayStation. In the process he blew up the Converter. The Work Experience person's name? Phil Dawson. AAAGH!!!



[VIDEO GAME ARMAGEDDON!]

A very special news section this month, which deserves a small introduction. The release of Nintendo 64 has inevitably caused our industry to seriously examine the broad scheme of things. This has been a crucial month for Sega and Sony as they vie for the best possible position to face the onslaught of *Mario 64* mania!

On the front page of FreePlay, we tell you about how *Quake* has already been pirated and posted right across the Internet. It's a worrying situation when the biggest PC event since Lotus becomes a free for all – placing another perspective on the future of PC Games, especially protection against software pirates. It's a volcanic situation out there, to say the least!



NINTENDO 64 SELLS 300 000 ON DAY ONE!

On 23 June 300 000 people claimed their Nintendo 64 from shops across Japan. The majority of which had been reserved since 21 April. In response to this initial demand, Nintendo planned to ship a further 200 000 systems by the end of June. However latest reports are that 800 000 units have been shipped to Japanese stores in order to meet with consumer demand. Nintendo of America are claiming an "Industry Sales Record", with US customers already asking for more N64s than can be supplied come 30 September – the official launch date. Apparently 500 000 won't be enough! With sales figures like this, Nintendo may not be exaggerating with their intentions to have 3.6 million systems in Japanese homes before April 1997.









CONVENIENCE STORES TO THE RESCUE!

Of course Nintendo fully expected the initial N64 frenzy. It was also guaranteed that *Super Mario 64* would be sold on a ratio of 1:1 (which it did!). So, the company entered an agreement with Daiei Convenience Systems, who own the Lawson chain of convenience stores, to sell the initial three software titles. Seven Eleven Japan, and Family Mart already sold Nintendo software – evidently Lawson didn't want to miss out!

BUT!

After the initial N64 furor, hardware sales are reported to have dropped in Japan – apparently through lack of new software. The situation is not that *Mario 64* is in any way disappointing, just that the next batch isn't due until two months after. Nintendo's original plan was to have 21 games available by the end of the year, but that figure has since dropped to 14. However, Nintendo intend on releasing 1.2 million brochures in Japan, introducing these games to the public. Games are also going to be previewed in retail stores. The next big N64 release is *Wave Race 64*, to be released in September, together with the not-so-exciting Cu-On-Pa (the Japanese name for Endorfun)

BIZARRE CONSOLE SALES FIGURES!

So is N64 crushing its puny Sony and Sega competitors into the dust? Well, from latest sales figures, printed in Japan's leading video games magazine, Famicon Tsushin, it's difficult to tell. While initially the N64 took a clear sales lead, in the weeks that have followed Japanese PlayStation sales have steadily increased, to the point where its weekly sales are above those of N64. Saturn sales meanwhile, have remained steady.
This contradicts sales reports published in Computer Trade Weekly which, based on the predictions of Alps Electric (who make controllers for Sega, Sony and Ninendo), forsaw N64 affecting PlayStation sales. By their reckoning, N64 would steal market share from PlayStation, which currently holds 42% of the Japanese market (equal to Sega). With Sega holding steady,and N64 claiming 9% by the end of July, this means that Sega would EFFECTIVELY be market leader in Japan!
It's going to be a few months yet, before these turbulant sales figures settle and we can more clearly see how things are. Could this be the first three console domination war?

JAPANESE SALES FIGURES FOR THE FOUR WEEKS FOLLOWING N64'S LAUNCH (23rd JUNE).

	NINTENDO 64	PLAYSTATION	SATURN
1st WEEK	30 000 (UNITS)	7 000	3 000
2nd WEEK	25 000	9 000	3 000
3rd WEEK	11 000	8 000	4 000
4th WEEK	8 000	10 000	4 000







Incredibly, both Duke Nukem and NiGHTS have managed to reach the top of the Japanese multi-format games charts in the weeks following N64's launch. There's still great interest in other formats!

NINTENDO AND MICROSOFT VENTURE INTO INTERNET

Meanwhile... Nintendo and Microsoft, together with Nomura Research Institute have announced they plan to launch an information service linked to satelitte broadcasting and the internet. Currently, Nintendo run a satellite-based games service called 'Satellaview', for the Super Famicom. Sega also have a netlink add-on for the Saturn in Japan (a screen shot of which is seen below). More news on all these, as and when it comes.



N64 NOT HERE UNTIL NEXT YEAR!

That says it all really. Amid all this N64 madness the fact is, Hiroshi Yamauchi, head of Nintendo, has clearly stated that N64 will NOT be released in Europe this year. So ignore what you've read in other magazines, Nintendo 64 will be here next spring (April, we reckon) at the earliest.
If you're really desperate for the machine this year, you're going to have to consider buying an import machine. We don't believe there's any safety risks in buying import (after all, we have ourselves). However, bear in mind your machine won't be guaranteed by the manufacturers, you're going to need a power and signal convertor, you're going to be paying more, and your machine may not be compatible with a UK model. But hey, that's the life of the dedicated gamer!

THE CHOCOLATE BAR PREVIOUSLY KNOWN AS MARATHON

With the battle for global gaming domination reaching epic proportions, it probably makes sense in some bizarre kind of way that even chocolate manufacturers are getting in on the act. Introducing the *Snickers Megabite Peanut Quest*. Claimed to be the fastest downloading interactive game for its size on the internet, the quest requires you to find a golden peanut (stolen from the temple of Snickers, of course), within a 3D maze. Rewards for reaching the inner sanctum consist of an atmospheric movie of the peanut descending slowly onto a pedestal (good grief).
Other features on the *Snickers Megabite* interactive global magazine, include football news, trvel info and movie reviews. Anyway, if this all sounds appealing to you (weirdo) AND you have Netscape 2 and a Shockwave application PLUS a Quick Time Movie player for the 'peanut' movie, you can find the Peanut Quest on *http://www.snickers.com.*



FEEL THE NOISE!

If there's one feature missing from video games at the moment (even the N64), it's tactile feedback. The Aura Interactor goes someway towards correcting this. Strapped to your back, it bombards your body with pulsating rythmns in response to any bass sounds from games. So in *Quake* you feel a kick from every rocket launched, in *VF2* you're jolted by every punch, and in *Wipeout* you just get thumped every second by the music. The backpack actually uses technology NASA devised to counter vibrations from Space Shuttle lift-offs, but probably due to research cuts, they decided to turn it into a nifty games accessory. So look out for some hand re-entry heat tiles for your dad's shed when you're out next time too. Anyway, it's compatible with every games machine, including Gameboy (just wait until you experience *Tetris* through your idneys!), costs £69.99 and is out in September.



Created by NASA, with packaging by the Grundorgs of Quesal 12. And plastic casing by the goblins that made Star Wars lunch boxes!



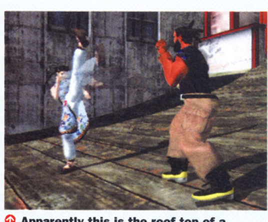
NEWS



THE WORLD'S MOST POWERFUL ARCADE MACHINE!

"SEGA ENTERPRISES, SPECIAL "HANDS-ON" SHOW, INVITATION ONLY, 2ND FLOOR, SMALL EXHIBITION HALL"

The most powerful piece of gaming hardware was revealed in Kamata, Japan on 26 July: *Virtua Fighter 3*. Our correspondent in Japan received a personal invitation to the event, hosted by Director Yu Suzuki of AM2, and one of Tokyo's most famous gaming celebrities Shinjuku Jacky. His report begins with general observations of the game, and progresses through details of each stage, eventually handing over to Mr Yu Suzuki and Shinjuku Jacky for a final discussion. Enjoy.



Apparently this is the roof top of a Chinese restaurant. Pai's leg attack is using the new motion blur effect.



Lau uses a sideways dodge [via the E button] to avoid Takaarashi's outstretched arm thrust.



On top of the restaurant again, Lau fights Aoi.



Aoi and Jeffry fight on a desert island in the South Seas.

GAME DESIGN NOTES

Reaction to new characters

Sega's design team have been handing out a lot of questionnaires at the location tests of *VF3* to get feed back on the public's impressions of the game. While most comments have been favourable, one point of dissatisfaction has been the almost naked Takaarashi. Apparently, too much flesh makes him look a little bland so they are taking him back to the drawing board to put some clothes on him.





Texture maps being prepared for use in *Virtua Fighter 3*.

STAGE DESIGN



Unlike previous games that have a rather artificially rigid feel to them, *VF3* has a more natural-looking design. All stages have an open sensation, giving a feeling of freedom. It looks like you can go anywhere. In reality, carefully positioned natural features and man-made objects prevent such wanderings – if they didn't, it would turn into an RPG! The new Undulation (Terrain Topography) adds even more incredible realism. All fighting stages are designed to be a little higher than the surrounding area, so that the camera can swing around and look down and around the characters. Some levels even allow you to jump down ledges, walk up steps or wade through water. Each level has it's own distinctive layout so each one has to mastered. Now players have to consider the stage layout, as well as their favourite character, as some fighters are better suited to certain areas!

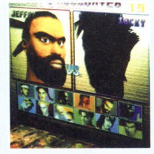




Scenery is used strategically in *VF3*.

GENERAL OBSERVATIONS

• When you select a character, their head turns slightly toward you, their eyes look at you, and they screw up their faces in preparation for battle. In two player mode the other selected characters move also – Jacky's hair is always slightly waving.
• Both Wolf's and Shun's hats come off during the game if they suffer a violent hit. Just like Pai's in *VF2*, the hat remains on the screen where it fell.
• The sound is awesome too, with great noises and sound effects throughout. Selecting Wolf and he imitates the cry of a wolf – it's very realistic. In *VF2* the balance of music was 40% to the special effect sound 60%. In *VF3* the music is 20% and the special effect sound is 80%. They used a lot of stereo sampling.








DIFFERENT COSTUMES FOR SECOND PLAYER!

Costumes change completely depending on whether you are 1P or 2P. For example Wolf's traditional wrestling kit is exchanged for the all-new cowboy hat and spurred boots. Jeffry has either his tropical look, or his new fishing-boat kit – complete with Wellington boots and strong trousers! Sarah has either blue Jeans, or tight black pants and mini-top. Designing these new outfits took a long time, but the capabilities of the Model 3 board allowed AM2's imagination to run wild!

DIFFERENCES BETWEEN VF3 AND VF2

(1) New Characters: Umenokouji and Takaarashi.
First chance players got at hands-on experience, they devoted most of their time to original characters Jacky, Akira, Pai, and the rest. As you would. So everyone is going to be learning from scratch with these exciting new characters.

NEW!

NEW!

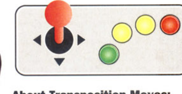



AOI

TAKAARASHI

(2) Undulation: Difference in Terrain Level.
Where your opponent is sent flying with a mid-air combo, his/ her journey down an inclination means the time it takes you to land increases – allowing you to get in more hits during the mid-air combo. On the other hand, an upwards sloping surface decreases your chances of hits in a mid-air combo.
Undulation changes combination attacks to a large degree, so you'll need to adjust to the new fighting system quickly. But of course practice pays off in the end, by making the game much more enjoyable. Also, in the case of a top-down attack from a higher place, the height difference between you and the opponent increases the damage proportionally. Using your skills to position yourself above an enemy makes your attacks much more effective. Making the most of the undulating stages will become accepted as one of the most important strategies in the game.
In *VF2* attacks like Sarah's Mirage Kick can prove almost ineffective against heavier characters. *VF3* has inherited a similar 'problem', but with undulation two things can happen: 1) three-hit-attack charas at the bottom of a sloping surface might slip back, unable to get in all of their attacks. 2) Where they are at the top of a slope, it is more difficult for an opponent to escape all three hits.

(3)New Dodge Operation: The Escape 'E' Button.
Commonly thought of simply as a sideways-step button. However pressing kick or punch immediately after using the E Button enables a 'transposition' – a move which is key to *VF3*!




About Transposition Moves:
While dodging you opponent's attack, or straight after you've dodged your opponent, you can get in an attack. It's also very effective for close combat offensive moves:
For example, in the case where your opponent is delivering a barrage of punches, until now you had to suffer the blows by using the Guard Button, using your best judgment for retaliation. But, with the 'E' Button, you can approach the opponent offensively to get your own attacks in. This kind of play is far more positive. Through dodging, sharp players have the scope to increase their chances of victory. With this method beginners have a better chance of trashing even veteran *VF2* masters!







▸ YU SUZUKI INTERVIEW, WITH SHINJUKU JACKY



STAGE DESCRIPTIONS

Please note that neither the stage names, or which characters are assigned to which stages, have been decided yet. These names and character assignments are my personal opinion only! All levels are still in development. Where you see the word COMPLETED means only that a picture of this level appears on the Stage Select screen, while the other playable levels have only an empty space.

High Rise Building Stage: [Jacky] <COMPLETED>
You get a great feeling of height from his stage – the glass floor and perfectly scaled vanishing points really give you vertigo! Buildings both near and far give the impression of great depth of field. As one who used to work at the top of high buildings, I can tell you it's incredibly realistic. Otherwise the fight area is typically flat, and square. Although protected on two sides with railings, the other two are unprotected. If a character rings out here, the camera pans out faraway as fast as possible, leaving the victor much smaller on screen , while the loser plummets to his/her death. Although the speed is lightning fast, the buildings' scale out beautifully smooth. Distant buildings just have yellow squares for windows, you can't quite make out what it is behind the slightly closer ones, but the nearest are clear enough to see desk lights, furniture and other office equipment. Sometimes looks as though people are moving behind the windows!

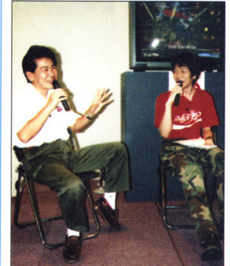
Caribbean Island Stage: [Jeffry] <COMPLETED>
For me, the best stage of all: So many things are moving around the fighters, it feels as though the whole stage is alive. The general setting is a tiny sand bar, a few meters away from a small peninsular. There are clouds in the sky, but the sun is seen shining and it's light reflects off the waves. Because the sand bar is cambered all round, the sea level raises and lowers with the tide, shrinking and enlarging the play area. The rippling effect of the water across the sand is perfect. And when it subsides, a ring of darker wet sand is left. But this quickly dries under the hot sun to a light yellow again. Seagulls, sometimes a few, sometimes a lot swoop and soar in the sky. Occasionally they dive into the water to catch fish! The motion of the birds is very accurate, with their wings folding back as they dive then flapping madly to get airborne again. They fly towards and away from the camera a little as well. Characters can also interact with scenery: sand is kicked up as they walk, and falling on the floor sends sand scattering too. You can take them splashing into the water too. If you are knocked over, the water splashes high. Stand motionless on the edge, and the sea comes in around their feet with a slight ripple effect.

Japanese Fortress Stage: [Akira] <COMPLETED>
Similar old fortresses were all the rage in the Shogunate Era! The fighting area is set inside a fortress, close to one of the main outer walls and fortified entrance. A portcullis prevents escape! This area has a number of height changes: Large steps towards the entrance; a long inclined area; and a long drop to one side where the floor gives way to a lower fortress level. Stone walls and floor slabs have a weathered appearance, with moss growing on the wall, and weeds between the slabs. Leaves resting on the floor are easily disturbed – merely walking on them shifts their position a little. A fast kick or turning action lifts them off the floor whereupon they spin around. Someone falling scatters the leaves in all directions. Attention to detail is amazing, with the leaves quickly rising off the ground, but slowly zig-zagging down. Two continuously fast moving characters are always surrounded in moving leaves.

Chinese Wall Stage: [Pai] <COMPLETED>
Boasts the most impressive scenery of all the stages. A magnificent view of the Chinese wall stretches into the distance, with mountains in the background, and a hillside runs alongside the wall, sharply dropping away. Every guard post on the wall is marked by a giant banner, fluttering in the wind. A rising sun is seen above the land, with a slight blur due to the horizon. Between the hills and mountains is mist (Probably a crisp early morning). The wall follows the curve of the hills u p and down, enabling characters to use the steps along the for tactical advantage. They can also use the small walls at either side of top to trap opponents. As the fighting area is long and narrow, occasionally the camera angle puts the wall in the way so you so can't see your character, whereby the wall fades to become opaque if the viewing distance is far. Close in, where the wall begins to fill the screen, it fades away completely leaving a clear screen. Wow!

Chinatown Stage: [Shun] <COMPLETED>
AM2 are using Shun's stage for all the official screen shots.The fighting area is on top of a slanted, wooden-board roof of a shop. There are a lot of Chinese signs around so it could be a shopping area. This curved roof gives a great feeling of depth. As the camera angle swings you can see other shops and houses, and the streets below. In the distance are only more houses, so you really get the impression that you're right in the centre of a built-up town area. An iron bar fence to one side prevents fighters from falling off, and the slope of roof becomes steeper on one side, making it look like you couldn't get up it if you tried. In fact it is possible to fall of other side!

YU SUZUKI INTERVIEW, WITH SHINJUKU JACKY



SJ - Shinjuku Jacky **YS - Yu Suzuki**

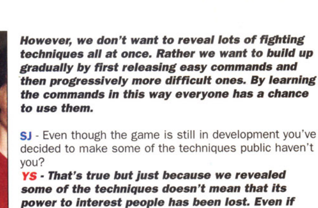
SJ - Firstly, the biggest difference for *VF3* is the new board. Compared to *VF2* what are the main differences?
YS - ***If you talk about hardware then compared to the Model 2 board it's more than three times as powerful. With the improved computer graphics a whole variety of things have now become possible to do.***

SJ - The detail of the stage representation is almost lifelike. Would you say that the most important part of *VF3* has to be the graphics?
YS - ***Of course that's an important element. However, whether the game is enjoyable or not has nothing to do with the technology. Really, I want to talk about the technology but, after all, enjoyable gameplay is the most important point. Anyway, the new CPU compared to the Model 2 board is much more powerful. This means that an incredible amount of detail can be managed. So with regard to the various fighting techniques, they can be produced more beautifully and smoothly.***

SJ - This time the biggest difference is the operation configuration. Up to now there have been only three buttons, but now you've added one more. Could you explain this?
YS - ***In the beginning the VF series was released with 3 buttons, however you could play by just using 2. You could defend by pushing back on the lever instead. Of course, a simple interface is good, however, you can't say that the more buttons there are, the more complex it becomes, and the fewer buttons there are, the simpler it becomes. At a glance, functionally making the Guard operation a separate button is conceptually easy to understand. In the same way we've made the dodge operation a separate feature, and it also is easier to understand. We've taken this bold move to develop this new interface, and we believe in it. Even so, you can still use two buttons if you want to. This game can handle that. However, the location of the 'transposition' will have lost it's meaning.***



SJ - The merit of not having to rely on complex movements means it's now become easier hasn't it?
YS - ***The distinctive feature of VF2 was that good timing was essential. For someone as good as yourself who's become an expert, the judgment of timing and precision hits isn't a problem, but to the average person getting the timing right is extremely difficult. Those who've already seen VF3 have commented that although it isn't bad, compared to VF2 it has become a little easier.***



However, we don't want to reveal lots of fighting techniques all at once. Rather we want to build up gradually by first releasing easy commands and then progressively more difficult ones. By learning the commands in this way everyone has a chance to use them.

SJ - Even though the game is still in development you've decided to make some of the techniques public haven't you?

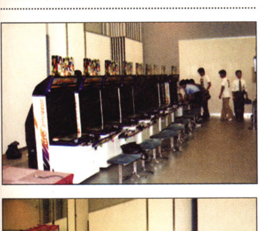
YS - ***That's true but just because we revealed some of the techniques doesn't mean that its power to interest people has been lost. Even if you know the techniques, it's the way you use them that's important.***

SJ - Looking to the future what do you have planned?

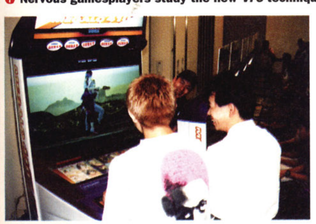
YS - ***From here on we will continue our efforts day and night in order to get the game balance right. I hope that everybody will look forward to it's release.***



Totoro

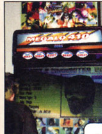






Nervous gamesplayers study the new *VF3* techniques for the first time ever.



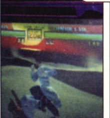








YOUR FAVOURITES IN ACTION!









Snowing Waterfall Stage: [Aoi] <COMPLETED>
Set in a small rock gully at the base of two small waterfalls. It's snowing and there's a thin layer of snow on the floor, and the gully walls are frozen with bits of ice and snow clinging to the crags. An irregularly shaped floor is caused by the weathering of the mountain stream, and a slightly sunken pool, with a few streams of water flowing between the rocks. The rock floor is smoothed off, and curves into the water as opposed to a sharp drop. Snow isn't small white drops falling in front of the screen – it's 3D! This means that the snow in the distance is smaller than the snow in front of the screen – so as the camera angle swings, so does the snow. When the camera pans out away from the characters there's a slight misting effect, simulating brief obscured vision. This changes in intensity depending on the distance. At the bottom of the waterfalls white foam bubbles up, then drifts away from the waterfall, fading with distance. Look at the ripples on surface of the water, and you can see that the current shifts away from the falls. Walking, jumping, or falling in the water sends water splashing in all directions. If the gully wall gets in the way, it is faded out or completely removed. No ugly polygon clipping here.

Underground Cavern Stage: [Wolf] <COMPLETED>
Set inside a deep cave, the only light comes from a large log fire in the distance. Fire crackles and spits with little cinders occasionally flying off. The flames twist and change with all the characteristic roaring of a big fire. Light from the fire flickers on the walls. Shadows fade or darken accordingly. The brightness is good enough to pick up the detail of the rock strata – you can even see mould growing, and the occasional mark where water has run down the wall side. Nothing is flat here: Walls curve and bend like a real cavern, there are stalagmites and stalactites in the distance and the floor is uneven. The fighting area has a few rock floor tiers rising on one side, with a gentle slope running from one side to the other. At one-side there's large hole in the floor, revealing another dimly-lit cavern filled with stalagmites and stalactites. Needs to be seen to be believed.

Japanese Sumo Ring/Shrine Stage: [Takaarashi] <UNDER-DEVELOPMENT>
A long narrow stepped path, cut into the rock, leads down from the Shrine and up to the fighting area – a huge circular rock Sumo ring. To one side in the distance a path wends it's way around the mountainside and going over a small red bridge that straddles a small waterfall. On the other side you are looking away from the mountain, and over the surrounding land with an impressive skyline. Although the fighting area is basically flat, the circular Sumo ring gives an unusual visual effect and there's a sharp but not too far drop to a lower ledge on the side away from the Shrine.Players need to be cautious of position when fighting on this level, because the tightness of the Sumo ring is hidden by the deceptive wide open scenery.

Subway Station Stage: [Sarah] <UNDER-DEVELOPMENT>
An apparently disused subway station, the two main features being the passing of a train, and the steps leading to an exit. The train moves fast and smooth, appearing behind the moving characters with no problems whatsoever. Four or five steps are available on one side of the station for strategic fighting. The extra height can be used to jump over your opponent, or make for easier head blows with a kick attack. On a technical note, I saw Wolf knocked down while he was standing on the stairs and his shadow was drawn perfectly on the steps below him! Though the station looks a little barren at the moment, some superbly drawn billboard signs brighten up the place. (Look out for the car commercial in particular). Whether or not you can fall off the platform edge and be hit by a train isn't certain, but it's a possibility.

Desert Stage: [Kage] <UNDER-DEVELOPMENT>
Deceptively simple-looking, but Kage's area contains absolutely stunning visual effects. The entire stage is set in a vast desert which stretches right back to the horizon. In the distance is a blazing sun dips below the dunes, causing heat distortion. Sand dunes fall in huge arcs and curved tips. Whenever the strong breeze blows, and when catches the edge of a dune, it blows up a gust of sand over the dunes. Amazing! BTW this is not a 2D sprite trick, but full 3D. The modelling of the air dynamics as the sand billows and dissipates into the air is beyond belief. And it's not just in the background either; occasionally the sand is blown across the characters' fighting area, straight towards the camera. Wow! Just like in Jeffry's stage, sand is kicked up and sent scattering by the fighters. Because the sand is darker here, you can see foot steps left by walking. Dragging your feet leaves a line too. Falling over leaves an appropriately sized mark in the sand. And if you watch carefully, you can see the wind gradually erase the marks. Incredible considering this stage isn't finished yet! The stage area is difficult to determine, as I never saw anyone 'Ring Out'. Whether or not you can be pushed off the edge, and be sent rolling down the side of a giant sand dune is yet to be known.

Library Stage: [Lau] <UNDER-DEVELOPMENT>
At the beginning of a new round, when the camera zooms across the great hall, it starts high near the ceiling, then swoops low before fixing on the characters. It's awesome!!! Although I couldn't see any moving parts to the background, it is very impressive. Huge pillars and marble arches support walkways around the side of walls. Detailed patterns are found both in the wall design and stone flooring. Side walls have giant windows running for most of their length, and there's a huge domed ceiling of glass. The main arena is a raised dias in the centre of the library. However, you can come off here and fight around the immediate area too. The steps are carpeted in lush velvet, and all the railings glitter gold. But it is the size of the library which really catches your attention. While the other levels, like the mountain and beach areas, are visually bigger in appearance, the fact is that the backgrounds are just pictures drawn to give the impression of distance. In the library everything is constructed from polygons so the true scale of the model 3 board's capabilities are clearly shown.

Playground Stage: [Lion] <UNDER-DEVELOPMENT>
This stage looked so similar to Shun's Chinatown Stage that for a long time I thought they were the same thing! Set on a concrete yard with a metal fence around the outside, this is the most like Fighting Viper's of them all. Although there are some buildings around the outside of the fighting area, you can still see some scenery in the far distance. Similar to the other levels, there are sharp drops to the sides – meaning Ring Out for somebody. The surrounding fence fades away when it obscures the fight. The fighting area looked flat which is why I'm sure it can't be the other rooftop stage.

Hidden Stage: [Dural] <?>
Although Dural is in the main cabinet illustrations, at the moment, she's not a selectable character and didn't appear in any of the game battles I saw or played.
As to whether she will have her own stage hasn't been revealed yet, but with the apparently limitless power of Model 3, the mind boggles as to what kind of stage they could create for this fighting machine.





So you the world doesn't feel that much different. But to us here at CVG we're in a *Super Mario 64* state of shock. So are we mad or what? Should we really give a damn, or not? Just because the N64 has the most amazing video game ever, does the fact that it stars Mario make your skin crawl? Moreover can one game sell a system above another? C'mon! Get your heads into gear and write with your comments on N64, now it's available in Japan. Two things – no bad tempers and no overly defensive rubbish. Keep it constructive and intelligent



Please send your letters to:

MAIL BAG,
Computer and Video Games,
Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU.

Why not invent a sassier name for this section? If it is used, we promise to send you the game of your choice.



CYBER SUBJECT CHANGER

Dear CVG,

I hoped that you could help with my questions.
Will a Japanese controller work on a UK Saturn, as I've seen the Mega Lo and it looks cool? Also, after hearing about the PAL version of *X-Men* being slower than the Japanese version, and not to mention more potentially great games. I would like to know if I got a Datel converter and played the Japanese version, if there would be a 17.5% speed loss and borders? Can't you get your Saturn 'chipped' so it plays all Saturn games, regardless of their origin?
Also, have you seen the posters of Orchid and that woman with that half-naked chest in *KI2*? To me this shows that the industry is developing from the female side. Maybe there should be a game which contains all women fighters and you get to fight girls with hot attitudes. Personally I think that this is what the readers want to see in magazines – babes and news from Japan. Finally I would like to know if there's any way I could find out about the beat 'em ups released for the Mega Drive in Japan – ie *Art of Fighting*. Oh, and if anybody thinks they know my identity, they are all mistaken. All I can say is CYBER CITY OEDO RULES! Have you seen it? All three are excellent aren't they. I just can't stop watching them! I would be honoured if you could tell me where I can get myself the music CD for it, and posters etc. And tell Paul to hold on in August you shall feel a lot better as I will subscribe soon. Please keep up the good work!!!!
Japanese Sensation



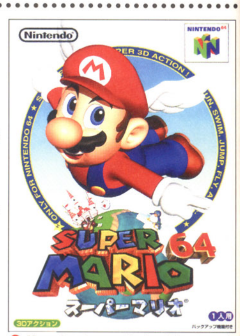
CVG: So far we haven't encountered any problems running a Japanese pad on a UK machine. However the Japanese system seems to freeze if switched on with a UK joypad in either port. Yes, you can have your Saturn specially adapted to run every country's games, but the speed still needs sorting out – from 50 to 60 Hz. There have already been fighting games featuring just girls, unfortunately they've all been crap. Anyway, surely there's more pleasure to be gained from a female perspective, with girls kicking guys. Given your chosen nickname we suspect that the best kind of magazine for you is any one of the quality publications to come out of Japan on a regular basis: Famicom Tsushin (weekly); Saturn Fan (Bi-Monthly); Dengeki (monthly); and especially Gamest (monthly). There's more Japanese news than you could possibly handle, and more often than not, some cool 'babes'. Most Europeans could find this too much. *Super Street Fighter* is still the best fighting game on the Mega Drive – the SNK games didn't translate that well, unfortunately.
Paul is over the moon.

IF SO, WHEN AND HOW MUCH...ZZZZ

Dear CVG,

Please answer these questions.
1. I already own a PlayStation and am hoping to get a Nintendo 64 when it is released officially. When is N64 released in the UK, and how much will it cost?
2. How much will official UK N64 games cost?
3. Will the UK Nintendo 64 use the same AV leads as the PlayStation?
4. When is *Firo and Klawd* released on the PlayStation, and is it any good?
5. How's NHL Powerplay Hockey from Virgin coming along?
Chris Tiseo

CVG: 1,2, 3. Nintendo Co Ltd's president recently announced that N64 won't be available in Europe until 1997. And there's no official news on price date as yet. The AV leads are not the same as the one used for PlayStation – the console terminals are completely different.
4. Before Christmas, and it appears to be fun.
5. *Powerplay Hockey* is released in September, all being well. There's more details elsewhere this very issue.



If you're desperate for this game, buy an imported N64. Europe must wait.

A PC OF EVERYTHING

Dear CVG,

I would be very pleased if you could answer some questions of mine.

1. I own a 486 66 Mhz PC with a quad speed CD-ROM, 8 Mb RAM. I love speed so what do you think can be the best upgrade to my PC so that it can be fast and I could play smoothly every game?
2. I am about to buy a UK PlayStation but I think that I am going to regret buying it. The main reason that I'll buy it is because of games like *Tekken 2*, *Wipeout 2*, and others. But now you say *Tekken 3* has started and that the PlayStation doesn't have the power to make it, and the other games that will come from System 33. So will it come on PlayStation, and does PlayStation have enough power to make it, along with all the other System 33 games? Otherwise what will Sony do? I heard that an upgrade was planned. If there is I will buy a PlayStation.
3. When is Namco's Power VR coming out officially in the UK, and how much will it cost?
4. What must the power of a PC be to run the Power VR games FAST?
5. When is *Wipeout 2* (*2097*) coming to PlayStation?
6. When are *Street Fighter Alpha* and *Marvel Super Heroes* coming out on PC?
Michel Playbell, Cyprus

CVG: 1. Well, a Pentium 133 Mhz plus another 8 Mb RAM would be pretty awesome.
2. There's no upgrade planned for the PlayStation, though it's a nice rumour. But while Sony's 32-bit system may not portray *Tekken 3* to its full graphical advantage (it's rumoured to rival *VF3*), there's no reason why the PS can't reproduce the gameplay – unless that is so incredibly radical too.



PlayStation *Wipeout 2097*. Michel Playbell hopes his PC can match it.



BAG

WE LOVE YOU NAMCO, WE DO!

Dear CVG,
About two years ago I stumbled into a Bridlington arcade, where I saw an incredible beat 'em up called *Tekken*. Since then I have been playing it non-stop, as well as its bigger brother – *Tekken 2*. I thought *Tekken* was THE GAME (even better than *VF2*!) Since that experience I have been hooked on video games, and especially Namco games. I've played all their recent ones including *Rave Racer*, *Dirt Dash*, *Time Crisis*, *Cyber Cycles*, *Alpine Racer*, and of course *Soul Edge*. All are brilliant (except maybe *Alpine Racer*). I was so overwhelmed by Namco I bought a PlayStation with *Tekken*. I was hoping to buy *Tekken 2* as well. But I've heard out of all the above mentioned games only *Soul Edge* is PlayStation bound. THIS REALLY P*****S ME OFF! Because Namco were the only reason I bought my PlayStation. Recently the top games mags including EGM and GamesMaster have said that *Dirt Dash* and *Rave Racer* would be made for N64. Is this true? Was I wrong in saying only *Soul Edge* on PlayStation? If I wasn't, I'm selling my PlayStation and buying a Saturn. Or if Namco do develop for Nintendo, an N64. Please put my mind at rest.
Chris Charlesworth



CVG: We love Namco stuff too, and it's understandable that you bought a PlayStation just to play their great games. But *Tekken 2* is already available for PS, Chris, and we know that *Time Crisis* is coming. Where have you been? And even if *Soul Edge* were the only Namco conversion in the pipeline, that's still bloody amazing! As for Namco and N64 – our lips are sealed

STAR★LETTER

MSX AND THE PSX

Dear CVG,
I own a US PlayStation and *SFA* and *Resident Evil* as my top games. As an import machine owner I would like to see more of the import scene in your mag. I was thinking, maybe you could put in a checkpoint for the US and Jap games, because their release dates are almost always different from the European games. Before I had a games console I owned an MSX computer. There were a lot of great games available for it. Is there any chance that any of the following MSX games will come out on PlayStation: *Solid Snake* (*Metal Gear 2*); *SD Snatcher*; *Maze of Gallious*; *Nemesis*; *Fray*; and *Xak*?
If you've heard of MSX, you know that they're fantastic games. Main developers were Konami and Micro Cabin. Since Sony made MSX machines for the European and Japanese market, I was wondering if Sony still has connections with MSX developers. If not, maybe they could restore those connections. I'm sure that those games in a 32-bit version will be perfect for the PlayStation.
Peter Klungel, Appingedam
PS Best games mag around. Keep it up!



CVG: Crikey – when somebody starts talking about the MSX you know they love their games! Konami have *Gradius* (aka *Nemesis*) Deluxe Pack available in Japan, and *Track n Field* (AKA *Hyper Sports*) is now available for PlayStation in the UK. Unfortunately Micro Cabin aren't developing for Sony. Back to your first point, we hope to incorporate some kind of Japanese and US release schedule soon, though only for the titles which people are likely to want on import, as we don't want to encroach too much on our UK coverage – have you seen how many games are released in Japan each month!



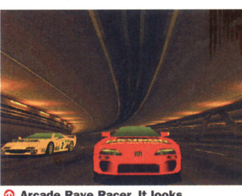
Soul Edge: Version B is being ported over to PlayStation. Yee-haah!

PC FIGHTER '96

Dear CVG,
Your change in the magazine's look was astonishing. So keep up the good work. My questions here are, in my opinion, very useful for people who all need a satisfying answer. So please give answers that are straight and understandable.
1. With the things you wrote in your Free Play (issue #3) you meant that after its arcade release *Tekken 3* will come out exclusively on Power VR card?"
2. I've got a 486/ 100 DX4 and 8 Mb RAM. Which is the wisest upgrade? (I was thinking for a Pentium Pro upgrade)
3. Are *Marvel Super Heroes*, *SF Alpha 1&2*, *Tekken 2* and *Night Warriors* coming out on the PC? If yes, when?
4. On what and when is *Street Fighter 3* coming out? And do you have any idea of how good it's going to be? (You said it's going to be 3D, but where's the proof?)
5. Will there be exclusive games for Saturn 2, and will the current Saturn games run on it faster? Is the current adaptor compatible with it?
Anastasis Antoniou, Cyprus



CVG: 1. No, what we said was *Tekken 3* is rumoured to be using Power VR.
2. Either a Pentium or another 8 Mb of RAM – depends on what you can afford.
3. Noooooo...
4. The arcade, and it's being previewed in September. Capcom have officially announced that *SF3* is 2D. The 3D thing was always just a tasty rumour.
5. We take it you mean the Flash Saturn? In which case the answer is no. Sorry, you didn't say which kind of adaptor so no one could answer the last question.



Arcade Rave Racer. It looks incredible through Power VR too.





You cannot get a Level Editor of PS *Doom*...

MR HYDE WHO HAILS FROM CLYDE

Dear CVG,
Great mag! Nice to see a games magazine adding humour in here and there! Please answer my questions.
1. I've played *Duke Nukem 3D* on the PC-CD ROM and it has loads of controls. So how will the PlayStation control-pad cope? Will this mean some of the controls will be left out of the PS version?
2. Will there be a PS *Doom* Level Editor coming out? And a *Duke Nukem* one?
3. How do you get cheats out of games? Do you need to have the Action Replay card?
4. *Resident Evil* looks superb, but is it true that you can kick the zombies' heads off? And can you put the barrel of the gun in their mouths? Where can I get a demo of it?
Craig Nicolson, Clydebank

CVG: 1. The honest answer is "we dunno".
2. No. No.
3. Ed Lomas fell onto the conveyor belt when the Action Replay cards were being made. So we have our own walking/ talking living cheats device. He writes pretty well too, and makes great Pot Noodles.
4. You can kick and stomp on the heads of zombies in *RE*, but you can't put the gun barrel in their gob. Please see a psychiatrist Craig! And why worry about seeing a demo. Just buy the game, you won't regret it!



...or a *Duke Nukem* one for that matter!

I TELL YOU...

Dear CVG,
I have a couple of suggestions to make your magazine even better:

1. Put coverdisks/ CDs on special editions of your magazines. For example a special PlayStation edition on which there would be a cover CD.
2. Use charts to show which games scored highest with your rating system, and compare this to the chart of the most bought games.
3. More competitions, with better prizes – not Power Ranger toys!
4. A gossip column that tells rumours about companies' games, and suspected releases.
Gavin Gregory, Potters Bar



CVG: 1. To put a CD on the cover would put the price up. As its contents would be great for some, but not all, we'd rather give you more in the magazine for less money.
2. The most bought games tend to be those with an attractive price. That's why budget titles feature in the charts quite a lot. So comparing our ratings to sales isn't worthwhile.
3. Hopefully the recent competitions are more to your liking. Power Rangers is a Paul thing which crops up from time to time. He's on stronger dosage these days.
4. We'd rather fill space with facts, but where there's room – ie Free Play – we don't mind sticking in a few potential 'time bombs'.

ROLL ON CHRISTMAS!!!

Dear CVG,
I stumbled upon your magazine and, judging by the cover, bought it. I must admit that your magazine is definitely number one, tied with Maximum. The amount of depth and screenshots surprised me. I think that the gaming world is becoming more and more advanced each day. I own a Mega Drive 2, and I practically love Sega. The quality of games coming out for Saturn are incredible, which has made me come to the conclusion that I'm going to get a Saturn this Christmas, no questions asked. I would get a PlayStation because of only one game: *Tekken 2*. But with the rest of Sony's tatty games (excluding the Namco stuff of course), you can understand why Saturn sales are going up. And Nintendo with their 64-bit machine... I mean it looks promising but expensive. Finally a few questions:

1. When is the S2 coming to the UK?
2. If you hire a *Tekken 2* arcade machine with a key for a week for home play, how much will it cost?
3. Where can you get a guide for *King of Fighters '95* which tells you all the moves for all the characters, and how much would it cost?
4. Have you printed move lists for any other beat 'em ups like *X-Men* or *Samurai Shodown 3* in any of your issues?

Keith Brooks, Chadderton

CVG: Thanks Keith! Glad you know exactly what you're after, though you've quite a wait until Christmas! A dedicated fan of beat 'em ups, judging by the extensive list of games supplied with your letter? Your answers:
1. If you mean the "M"2, the answer is, probably, never.
2. We guess that figure would come to around £500. Expensive, eh!
3, 4. Not yet, but it's something we're considering. All requests for guides are taken into account – keep sending them in!



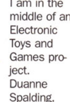
DEAR HORSE AND PONY





Dear CVG,
I am writing to ask if you could send me some visual information about PlayStation, Nintendo 64, and the Sega Saturn. I would be very grateful if you would, because I am in the middle of an Electronic Toys and Games project.
Duanne Spalding.

CVG: You're looking at it Duanne!









ecstasy

know the score

The long term effects of Ecstasy are still unknown. If you take Ecstasy you're a human guinea-pig.

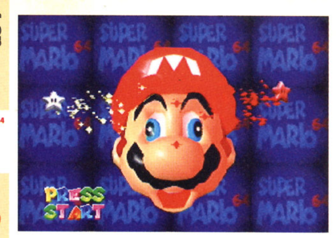
Ecstasy's effect on your brain can make you feel happy but could also cause periods of depression and anxiety that last for days afterwards. It might even cause brain damage. Taking Ecstasy doesn't guarantee you a good time.

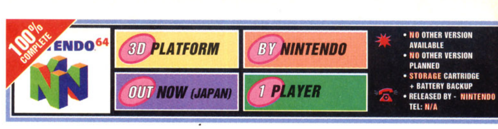
Taking Ecstasy can cause kidney and liver damage. A bad reaction to E could suddenly develop even if you've taken it before and felt O.K. Another danger is dehydration. The best way to combat this, if dancing, is to sip about a pint of water an hour, take regular rests and keep salt levels up.

Ecstasy could be pure or it could be cut with all kinds of other stuff. You just don't know. Even if it's pure, that doesn't mean it's safe. The dangers could also be increased if it's taken with other drugs or alcohol.

national drugs hel?line
0800 77 66 00

If you'd like more information about drugs or just a talk, give us a call free and in total confidence.





Answer this one question: Do you love video games? If the answer is even only "maybe", *Super Mario 64* will transport you to a high you never knew existed. We've been there. We know. Better than that, we can tell you all about it.

SUPER MARIO 64

Amazing. The game? Sure. But not just that. No, it's amazing how quickly everyone got used to it here – arguably the greatest video game experience ever; *Super Mario 64*.

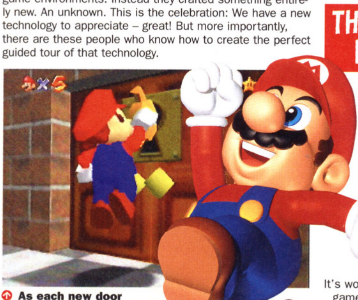
At first the very sight of a mere attract sequence is enough to draw gasps of wonder. Disbelief which is magnified X10 after realising this is the game environment displayed to brief, dramatic effect – not an untouchable pre-rendered demo. Soon as Mario takes less than twenty steps into his new world, any inquisitive mind in attendance with eyes to serve it, and a mouth to voice ideas, goes into overdrive. It's very difficult to keep suggestions and exclamations to yourself when watching another player. If you're lucky enough to be in charge of Mario you will hardly be able to speak at first, guaranteed. And all this before Mario so much as goes near one of the enchanted paintings in Princess Peach's castle. Now, at long last, the time has come to go inside. And we recommend anybody with a thirst for the new and exciting to take a look at what Nintendo have achieved.



Just six years ago... ... Mario looked like this!

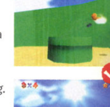
64-BIT TECHNOLOGY 24-CARAT GAMEPLAY

Super Mario 64 is all about unlocking secrets, searching for clues which may lead to astonishing discoveries. Rather than release a new type of driving game, or advanced 3D fighting game to establish what N64 is about, Nintendo have opened a whole new world of gameplay with *Super Mario 64*. Its creators didn't set out to demo how a Silicon Graphics Reality Engine can merely enhance existing video game environments. Instead they crafted something entirely new. An unknown. This is the celebration: We have a new technology to appreciate – great! But more importantly, there are these people who know how to create the perfect guided tour of that technology.



As each new door opens in SM64 you don't know what to expect!

A introductory tour of the castle, courtesy of Lakitu.







THERE ARE PLATFORM GAMES

The basic premise of a platform game has remained unchanged for over ten years. Nintendo's Mario wasn't just there at the beginning, he was the beginning; in a game called *Donkey Kong*.

Running from left to right, manoeuvring skilfully to collect bonus items, and jumping onto enemy characters for more points is Mario territory. You're either stubborn or unfortunately ignorant not to recognise this. The best anyone else except Nintendo has ever achieved with an original character oriented action game in the light of this has been attitude and variation, with one exception – *NiGHTS* from Sega, which you can read all about elsewhere this issue.

It's worth reminding ourselves what traditional Mario gameplay is about, in order to highlight the huge step *SM64* represents. Many of the most ingenious stuff first appeared in Super Mario Bros 3.



PLATFORMS

Of course. But the Nintendo team are always full of clever surprises in this area. What you see in a Mario game one year, is sure to appear in somebody else's game a few months later. *Super Mario IV* boasts a wealth of clever approaches.

Now platforms/ sections of land lie in any direction through 360°. There's still the same level of inventiveness, like the wind-up catapults, and magic carpet.



MULTI-BOUNCE

Bouncing across a line of enemy charas without touching the ground triggers a score multiplier. Once it passes 8,000 points Mario starts clocking up extra lives! Sometimes multi-bouncing on the spot is the only way to defeat some bigger foes.

Mario now gets no extra points for multi-bouncing. However, because SM64 is true 3D there are times where he is surrounded that this technique becomes necessary!



COS-PLAY

Dressing up has always been a favourite way for Mario to gain more power. It started with Fire Mario, and progressed to the likes of Frog Suits and the famous Super Cape which tipified the total freedom of *Super Mario World*.

Instead of collecting a leaf or feather to transform, Mario dons a new hat for a each ability. In the case of the transparent and metal hats, Mario's whole body is affected.

'P' BLOCK

Hop onto one of these and something special happens: a bridge appears, or enemy charas transform into large grey coins worth big points. In *Super Mario World* these were the key to reaching many of the hard-to-find areas.

P-Blocks in the truest sense don't exist in Super Mario 64. However there are blocks which serve exactly the same function, though they can't be placed.



SWITCH PALACE

First introduced in Super Mario World, like the Warps these are key to the ultimate completion of the game. In the Super NES game there are hundreds of transparent blocks which form paths to far-off locations, or contain useful power-ups.

As Super Mario 64 isn't connected in the same way as Super Mario World, Switch Palaces don't have the same wode ranging effects. At least not that we know of yet.





WARP

There's so much travel involved in Mario games that shortcuts are deliberately included to save time – and tired fingers. However there's no big sign-post saying 'shortcut here'. Players have to find them, which is part of the fun.

Most courses hide invisible areas which transport Mario, Star Trek style, to another section of the same course. Not so wide ranging, but useful in another way.

CANNON

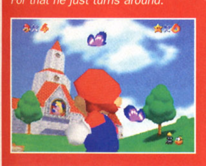
Sometimes exits in *Super Mario World* take the form of a cannon, disguised as a pipe. These launch Mario into the air, at the perfect height to pass through a half-way bonus gate. It's a neat feature which adds humour, but not much to the game.

When Mario climbs into a cannon during his new adventure, players may direct him wherever they please – within a 180° left or right.

LOOK AHEAD

A useful feature in *Super Mario World* which helped accustom players to the L and R buttons on the Super NES controller. The feature allows Mario to see what's slightly before and after him, by scrolling the screen left or right.

Mario can look all around him from any point. Lakitu hovvers close behind his head, allowing players to examine anywhere except behind. For that he just turns around.





A DATE WITH BOWSER

In all except *Super Mario Bros 2* (aka *Super Mario Bros USA* in Japan) a showdown with this mutant dinosaur, is inevitable. He's always in custody of Princess Peach, and almost always totally easy to defeat. What a buffoon!

Bowser is absolutely terrifying in his 64-bit incarnation! Now this is how you always believed a fire-breathing, sorcerer king to appear. Still a buffoon though.





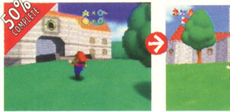


FINE TUNED

We thought that you would appreciate seeing just how much work has gone into the development of *Super Mario 64*. So here are some comparision pictures, matching the 50% complete version on show at Shoshinkai last November against the 100% final code which sold around half a million copies in just one week. Everything from the biggest graphical overhaul, to the tiniest of gameplay details has been refined and honed to near perfection.



Cold Cold Mountain looks so bare, there may as well be scaffolding!



We much prefer the stain-glass window to that dreary old clock.





Look, there are no floating islands in the 50% version.







This little ledge used to cause frustration. So Nintendo added a ramp.



Major refurbishiment needed here. No staircase!

REGULARS

Super Mario 64 is teaming with Bowser's cohorts, all out to prevent Mario reaching the Princess. However there are a number of stock items which are never hard to find, which prove to be of great help.

SIGN POSTS

Read these for clues. Western players who have bought the game on import need to learn Japanese to appreciate them though!



TOAD

Esteemed citizen of the Mushroom Kingdom offers advice too. But he doesn't know any English yet either.

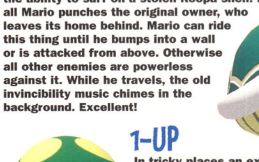






KOOPA SHELL

A small, but blinding little highlight of the game is the ability to surf on a stolen Koopa shell. First of all Mario punches the original owner, who leaves its home behind. Mario can ride this thing until he bumps into a wall or is attacked from above. Otherwise all other enemies are powerless against it. While he travels, the old invincibility music chimes in the background. Excellent!



1-UP

In tricky places an extra life is never hard to find, allowing Mario to experiment a little. Additional lives are more discreet, and there are a number of ways Mario can uncover them just by paying close attention to his surroundings.



REVOLVING HEART

Restores Mario's health to full. Only, he has to run into it a number of times to gain full benefit.





ALL NEW SUPER MARIO TECHNIQUES!

Finding himself in a totally three-dimensional environment, Mario has lots to learn in order to first survive then become master of all he surveys. Consequently players have their work cut out for them in practising these new commands. At first even landing ona Goombas head seems tricky. But soon everyone is cartwheeling and power jumping Mario like it's second nature.





WALK
Push the stick about half way.



SNEAK
Push very lightly on the stick.

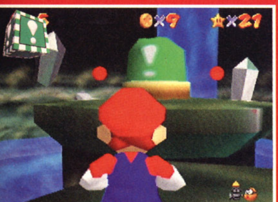




RUN
Full tilt stick action!







↑ Yep, it's the green swicth Mario – now go and press it quickly to fill all those green blocks!



↑ Collect the red coins as Mario circles in to land on the tower.



↑ The Power Star appears on the far side of a metal cage.

BLOCKS

Their colour dictates their prize. Initially the red, green, and blue variaty are transparent, for which Mario needs to locate the Switch Palaces in order to solidify them. There are eight red coins found in each Switch Palace, providing incentive to spend more time than absolutely necessary in each one.



YELLOW:

Break these for a bunch of coins. It's a good idea to jump again to prevent the coins from scattering about the place – jumping collects them before they hit the ground.

GREEN:

Terminator T-1000! Now Mario is able to withstand damage from all enemies, and his extra eight enables him to walk beneath the water – where ususally he just floats. In this way he is able to run arund and collect all the red coins necessary for the Green Palace Power Star.



RED:

Imparts the ability to fly. Before triggering the red switch, Mario is required to demonstrate his aerobatic skills – otherwise he can't reach the button. There are two ways to get ario airborne: getting fired from a cannon, or performing three jumps in succession.



BLUE:

Turns Mario ghostly transparent! In this altered state he is able to pass through certain types of wall in order to gain big prizes. The Blue Switch Palace assaiult course is the most hair-rasing of the three, with deathly slides and skin of the teeth jumps along the way.

SOUNDS ALIVE!

Because *Super Mario 64* is streamed from a cartridge, Nintendo have been able to work wonders with the sound. More specifically the music, which adapts to suit the scene the split second that scene changes. This is happening all the time, sometimes it's so slight the player hardly notices. So if suddenly you feel a little more cautious than usual, or closer to discovery, the music is no doubt the reason.



↑ Heading down this underwater channel, the music is overlayed with soft chords.



↑ When these Pirhana Plants are asleep, a lullaby quietly plays. When they wake up, so does the music!

COINS

Retrieve at least 100 coins from each course and Mario receives a special Bonus Star! It's always important to collect coins of any sort, as they replenish health. Even when underwater.



YELLOW:

Most common variety. Charge one block of health. Rings of yellow coins, if collected in the right order, trigger secret bonus items.

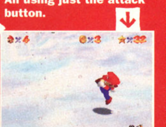
RED:

Common to all courses is the task of locating eight of these. So as well as replacing two blcks of energy, they're worth a whole Power Star!

BLUE

Good for three blocks of energy, and quite secretive. Larger enemies conceal them, and special blocks reveal them.





PUNCH! PUNCH, PUNCH! PUNCH, PUNCH, KICK!

All using just the attack button.



CARRY

Stand Mario next to the object and press the attack button.

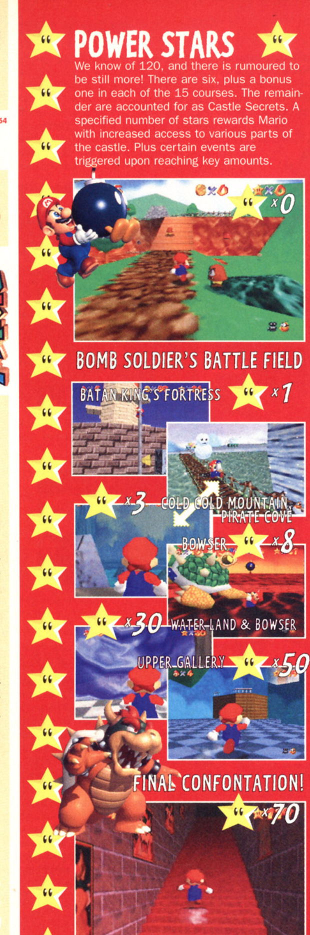
THROW

Once he's carrying a block, he can lob it at something using the attack button.



POWER STARS

We know of 120, and there is rumoured to be still more! There are six, plus a bonus one in each of the 15 courses. The remainder are accounted for as Castle Secrets. A specified number of stars rewards Mario with increased access to various parts of the castle. Plus certain events are triggered upon reaching key amounts.



COURSE 1

Bomb Soldier's Battle Field

Lots of open space for Mario to stretch his legs, and for players to get accustomed to his control. Trailing Mario up the side of a mountain is the first breathtaking experience in the game – as the ground level fades into the distance, and huge iron balls rumble toward you.



Bomb King lifts Mario before throwing him off the mountain!

COURSE 2

Batan King's Fortress

First time Mario visits this area he races to the top of the fortress to challenge the Batan King – a huge slab of stone with a hideous face! Learning to pace Mario's steps is one of the key objectives, in order to escape being squahed by Thwomps, or accidentally plummeting into oblivion.

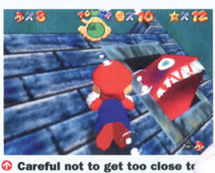


How does Mario get up here? It's a secret! We're not telling!

COURSE 3

Pirate Cove

Remember the armada of Pirate ships from Super Mario Bros 3? Well there's one lying half buried beneath the water here. Mario's first task is to raise the vessel, which in turn presents a new set of sea-level targets. All the while a magnificent, and dangerous eel inhabits the depths.



Careful not to get too close to this eel. He bites, you know!

COURSE 4

Cold Cold Mountain

Charming as it is treacherous. While Mario gets a lovely warm glow by returning baby penguins to their mother, some precarious jumps keep him chilled to the marrow. Here's where players start to realise that learning advanced skills really does pay off – and sooner than expected.



Somewhere in Course 4 this baby's Mummy is worrying.

COURSE 5

Terressa's Horror House

Who's Terressa? Well, the Boos (ghosts) are called Terressa in the original Japanese Mario universe. This is where they don't live. To ehxume all the ghost house secrets Mario must… b-b-become one of them! But only for a short time – and herein lies the challenge, friends!



Trick here is to get behind this Big Boo, only he moves very fast!



TRIPLE JUMP

Press jump three times in succession while running. Each progressive leap goes higher, culminating in a cool forward somersault.





JUMP KICK!

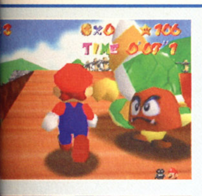
Press jump then attack. Try working this into a combo for goups of enemies.



CARTWHEEL

Head off in one direction, then quickly reverse and press jump.







Poisonous gas chokes Mario in the volcanic caves.





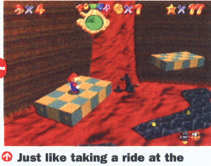
That-a-way Nessy! I said that-a-way you dumb animal! Tsch!

COURSE 6
Cave Melting in the Dark
It's almost as if Mario has wandered onto the sound stage of a new Indiana Jones movie here: Giant boulders rumble into a bottomless pit; Sulphuric gas poisons our hero, and a secret treasure awaits to be found. What's more, Nessy – of Loch Ness fable – is encountered cruising the underground lake.





Run rings around the eyes to make them dizzy, so they vanish.



Just like taking a ride at the best theme park in the world!

COURSE 7
Fire Bubble Land
The first of several magical worlds where players think they've seen everything a course has to offer, then stumble upon a sizeable unchartered section. Molten lava engulfs the area, occasionally burying some of the lower sections. Wouldn't you know the enemies here like to buffet infiltrators into the furnace!



Punch the giant hand in the eye to win!



Mario is safe, only if he stands under the cut-out in that cube.

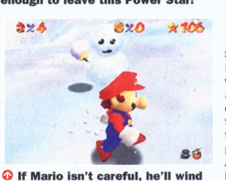
COURSE 8
Scorching Desert
Giant Pokey, and a pain-in-the-ass buzzard tempt Mario to keep his eyes trained on the skies. But it is what lies beneath his feet that is the major concern in the dunes – SAND TRAPS! Solving the riddle of the Pyramid is of paramount importance, a task which unveils some of the desert's untold mysteries.

Looks like Bowser's been here. Yep, definitely him.

Well at least he was daft enough to leave this Power Star!

COURSE 9
Water Land
Even by looking at the picture in a magazine, it's hard to convey the enormity of Bowser's submarine. Apart from the Star which hovers above the deck, secrets found elesewhere in Water Land are much less obvious. A whirlpool threatens to suck Mario in, as he struggles to collect coins.

2ND BOWSER



If Mario isn't careful, he'll wind up with snow all down his back!

COURSE 10
Snow Man's Land
Even the water is treacherous now, with sub-zero temperatures all around freezing shallow pools and chilling ponds. Before chatting to the cannon monitor, reaching the top of the giant snowman is a tricky problem, with an amusing solution. And this is another course that hides an exciting sub-level.

POWER JUMP
Full-on forward, then quickly press Z and jump.





HIP DROP
Jump over an enemy, or switch, and press Z.



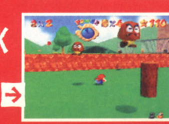
BACK FLIP
Face away from the platform, press Z, then jump.



CROUCH KICK
Hold Z and press attack. Mario performs a little sweep.



SLIDE KICK
Run toward an enemy, press Z then attack. Great









COURSE 11
Flooded City
Hey, no problem! Mario's a plumber, right, so handling a course which depends on teh flow of water should be a cinch. Much of his time is spent raising and lowering the water level in order that he may gain access to bonus blocks and helpful signs. A trip 'down town' requires being shot out of a cannon!



He's not friendly. So be careful.



COURSE 12
Big Big Mountain
Anyone who has played the Legend of Zelda series should be familiar with Wa-Ki-Ki the monkey. He's here again, though at first it appears he's just playing games and won't be a help at all. He even steals Mario's hat! Explorers should keep a sharp eye out for anything mysterious.



Gimme my hat back you monkey!



Hard to find, this bit.

COURSE 13
Little Big Island
Mario uses his magic pipes to alternate between giant and miniature versions of the island. Puzzles which arise as a result are truly ingenious, plus there's the obvious comic benefits too. For obscure, how about "find five secrets" as your clue! For amusement value you need only to have Mario biff a tiny koopa!



Giant Pirhana Plants. Aak!



Hate creepie crawlies!

COURSE 14
Tick-ta Clock
Even entering Course 14 at the right time requires thought. Once inside Mario is confronted by an abstract representation of clock workings. Pendulums swing with enough force to knock him flying. Other moving parts make allow little time to gain a steady foot-ing for some nifty manoeuvres. Curse those cubes!!!

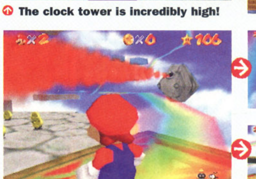
Watch the time carefully, it...

The clock tower is incredibly high!

COURSE 15
Rainbow Cruise
So fantastic that we don't want ruin all the sights for you. But we will tell you that this matches the Tubular Star World in SMBIV for complexity. Ride the magic car-pet as it tracks the rainbow road, avoiding Spikeys thrown by Lakitu, while vaulting from rotat-ing platform to collapsing bridge. Waaa-aaa-aaa-aaaoh!



Those paddles twist and turn.





Okay Nintendo! You must be kidding!

CRAWL
Hold the Z Trigger, then push any directiuon on the stick.





MONKEY SWING
Just keep holding that jump button or he'll fall!



HAND STAND
Tap up on the stick when at the top of a tree or a pole. Chances are Mario will reveal a secret!



SWIM
Direct Mario using the stick. Tap jump to power him along. He's a good swimmer.



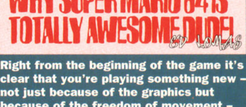


SUPER MARIO 64 IS HORRIBLE, BUT LOVELY
Tom Guise

Mario 64 is definitely the best-looking game I've ever seen. But that doesn't make it the best game ever. It just means it's on the most impressive machine ever. What DOES make *Mario 64* the best game ever is the quality of the gameplay. The level design is unbelievable! Huge unfolding set-pieces that each provide a uniquely genius series of challenges. It's the classic Mario formula granted full-freedom in a totally solid-looking world. This combination makes it a gaming experience far beyond anything I've encountered before. It does have faults. The camera angles are ill-thought out and DO hinder play at times. It's driven me to frustration and I've almost smashed my machine. But this isn't justification for criticising *Mario 64*. It's scary how quickly we accept what is unbelievable and then start knocking it. Whether it's my favourite game or not is irrelevant. Mario is something totally new and brilliant. You have to experience it to understand why people aren't even comparing it to other games.

SUPER MARIO 64 IS PROBABLY BETTER THAN ALPHA 2!
Jaime Smith

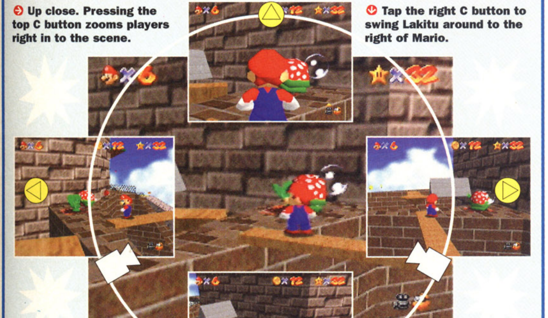
Although I'm obviously not as devout as 'freak boy' Lomas, to the quest for absolute perfection in video games, I have played *Mario 64* quite extensively over the last month, more so in fact than any other game during the last five years, including Street fighter. The level of excitement generated by this game and the release of the N64 only compares, in my opinion to, the release of the Super Famicom over six years ago. Most people seem to be questioning whether or not *Mario 64* is the best game ever. All I can say is that it is the only game that I have ever considered to be that, even though it is certainly not perfect. Aesthetically the game really is something else, and although there are some technical faults it really is the most incredible game ever.



WHY SUPER MARIO 64 IS TOTALLY AWESOME DUDE!
Ed Lomas

Right from the beginning of the game it's clear that you're playing something new – not just because of the graphics but because of the freedom of movement – and it's something amazing. The worlds have been designed so carefully that every puzzle is logical and can be worked out. Maybe a star will elude you for a week, but you know that with some work you'll get it in the end. Bad points? The camera view isn't totally free, occasionally wandering off to stupid angles just as a tricky jump needs to be made. This means that lives are lost when it's not your fault – something that *never* happens in *Super Mario World*. Also, serious gamers will play all the time for about a week to finish it, and I've got slight doubts about how much it's going to be replayed. But the overall game is one of the best EVER!

VIEW FROM A BRIDGE: 360° GAME VISION!



Up close. Pressing the top C button zooms players right in to the scene.

Tap the right C button to swing Lakitu around to the right of Mario.

Your friendly camera bug boy swings to the left if you press the left C button.

To get a wider view of the scene below, press the bottom C button.

I ACTUALLY DON'T MIND PLAYING SUPER MARIO 64
Mike Newson

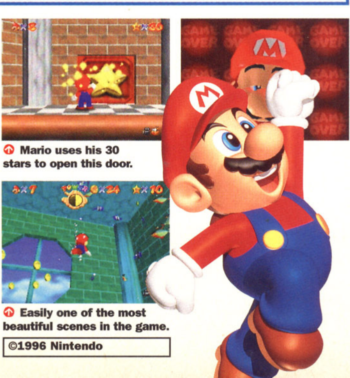
Mario 64 is the most structually sound breakthrough since the Wonderbra. Graphically excellent, an eye opener, with superb three dimentional gameplay. Overall a well rounded concept, packed with hours of fun...And the game's not bad either!!

WHY SUPER MARIO 64 IS MY FAVOURITE GAME EVER
Paul Davies

I'm known for getting very enthusuatic about most great games. In a sense I feel like The Boy Who Cried Wolf a lot of the time. But I have never gone on record to say that a game is the best one ever. Until now. Super Mario 64 is the best console game ever for a number of, mostly obvious, reasons: First of all it is immediately accessible to any player, which reflects Mr Miyamoto's wishes that his game is essentially a toy. People can have as much enjoyment fleeing hissing bombs, and jumping over small hills as mastering the trickiest obstacle on Course 15. Next up, to somebody who has been playing video games for 14 years, discovering a completely new game environment is really special. The 32-bit systems have done a great job of mimicking the arcades for the last couple of years, but SM64 – save the obvious platform heritage – is totally original. Even greater than that, it manages to play incredibly despite being so different some people could have been completely turned off by it. The great hardware and Nintendo's flair for great graphics and entertaining music only support the experience – they don't rule it. The image of *SM64* I carry in my head is not just the amazing routines I have played through, but which puzzle I am going to solve next. If I have one observation which may dissappoint hardcore Mario fans, it's that *Super Mario 64* is not the logical next step after *Super Mario World*; that continuity isn't there. But none of you will want to exchange this for anything else, I guarantee it.



Now we always used to think that stained glass windows were pretty boring, but now... Co-oar!



Mario uses his 30 stars to open this door.

Easily one of the most beautiful scenes in the game.





NINTENDO64



NINTENDO64

SKY SPORTS | BY NINTENDO
OUT NOW (JAPAN) | 1 PLAYER

- NO OTHER VERSIONS AVAILABLE
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- STORAGE CARTRIDGE AND BATTERY BACK-UP
- RELEASED BY - NINTENDO
TEL: N/A

Being there. That's a feeling you don't often get from games. But *Pilot Wings 64* imitates almost total reality for N64. And we ain't joking!

PILOT WINGS 64

N64'S MIND BOGGLING SKY SPORTS SIMULATION

The power of *Pilot Wings 64* to impress is so great that, for a time, some of us here were inclined to play this in favour of *Super Mario 64*. But that's not so strange as you might think: even considering the excitement around *Mario*, *PW64* carries enough graphical whack and sensational gameplay to enthral whole groups of people at one time. In fact there were a couple of evenings here where security had to boot us out at midnight, after we took turns to progress through the ranks!

So, *Pilot Wings 64* is another very special game. Not bad considering it's one of the three N64 launch titles. We mentioned last month about the demonstration of power *Pilot Wings 64* represents. You really won't believe how awesome this demonstration could be, but we'll try to show you all the same.





WOULD YOU LIKE TO FLY?

If this game appeals to you in theory, you'll love it in practice. A lukewarm attitude usually meets with some disappointment. Basically if you're not into flying, any number of interesting permutations on the theme isn't going to excite. So we're assuming that you either a) bought and loved the original *PW* for the Super NES, or b) are intrigued at the thought of owning a bonafide, fun oriented flight sim. In any case, and even if this doesn't seem like your thing at all, we guarantee you'll be blown away by the stunning hardware capabilities of N64 on display.

IT'S PERFECTLY SAFE

First of all let's talk about the three types of vehicle available. Paradigm based these on physical models of the genuine articles, but modified the handling to make flying fun – not a complicated business of dials and gauges, as it is in reality.

SKY SPORTS SIMULATION

The whole idea to *Pilot Wings 64* is simply to prove your worth in a variety of aerial challenges, piloting a variety of specialist craft. Difficulty is affected by a choice of route, or goal, and the natural hazards of each location. Performance is graded good to bad using Gold, Silver, and Bronze awards. Of course you can also fail, which places you right back at the beginning! Achieve at least a Bronze with each craft in a set class – Beginner, Amateur, Intermediate, or Professional – and you can move on to the next. Earn a Silver or higher in all three craft and an extra game becomes available. More on that later.



➔ Until Pilots are awarded at least Silver in each group of tasks, they cannot see the bonus stages. However a Bronze is enough to earn a chance at the next round. This way players can see much of the game in only a short amount of time.

HANG GLIDER

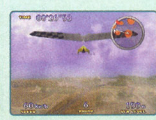
Arguably the best vehicle to convey the true experience of flight. Pilots are at the beck and call of the elements, so the trick is first of all to sustain height in order to carry out the tasks set. As with the Rocket Belt, the pilot's legs are the undercarriage. But, unlike the Rocket Belt, there's no propulsion to enable a soft landing if the approach is too fast!



Some hang glider missions involve taking photographs of famous landmarks.



Pilots use the wind to maintain height, swooping then climbing to maintain speed.



Thermals – air currents rising up from the ground –lift the glider to greater heights.



Tapping the B button stalls the hang glider, by letting some air out of the canopy.

COMING SOON

ROCKET BELT

Strapped into one of these, the temptation to explore is hard to resist. Pilots have total freedom and such fine control that heading toward a tiny cave instead of a series of rings is standard at first. The Rocket Belt events are all about precision flying, with a hover button used to free up time for thinking, and an overhead view adopted to make landing on miniature platforms easier.



Look, you can see the heat distortion blurring the landscape around the burners!



You need to adopt this overhead view in order to land on such tiny platforms.



Looking down on your character also helps when flying up through bonus rings.



Using the hover button eats up fuel, but it's great for 'braking' around tight corners.

GYRO COPTER

Many of the Gyro copter objectives involve speed of completion, so pilots need to make like a daredevil – powering beneath bridges, and skimming rocky crags to pierce the bonus rings. Tasks involving missiles vary between target practice, and encounters with a giant metal robot gone haywire. With the music volume low, sound effects up, and flown from the pilot's eye view, the Gyro copter sections are truly awesome!



At ignition a cloud of smoke billows from the exhaust. Well, we thought it was cool.

Tackling the Grand Canyon in the dark is a scary experience. Mind those rocks!



The metal giant known as Mecha Hawk hurls giant pieces of rock at the copter. Ak!



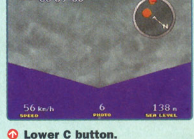
Keeping on target with gale force winds blowing is tricky. Landing is hard too.

I CAN SEE FOR MILES AND MILES AND...

Using the 'C' (camera) buttons, those with a stomach for heights can take a look around. And we do mean all around! These viewpoints come in especially handy for the hang gliding and parachuting sections, where there's a fair bit of circling required before landing. It helps to peer over to the right or left to see where you're hoping to land.



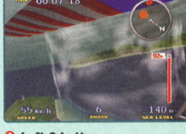
Top C button.



Lower C button.



Right C button.



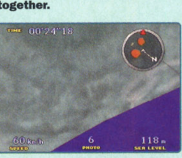
Left C button.



Left and top C buttons together.



Right and top C buttons together.



Left and lower C buttons together.

Right and lower C buttons together.

Y-YOU G-GO F-FIRST!

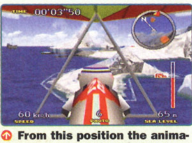


View from behind the gyro copter. Looks pretty interesting.

Gulp! This is how it appears from the pilot's eye view.



Hang gliding from the far view. It's relatively easy to fly like this.



From this position the animation of the pilot can be fully appreciated too.

In the original *Pilot Wings* for the Super NES players had no choice but to take a kind of back seat to the action. 'You' were just the observer. Now, similar to how most arcade racing games and air combat titles perform, players can fly from the pilot's eye view. This feature is only in full effect for the gyro copter excursions, and to a lesser extent the hang glider. Unfortunately the relevant button is used to select the top down view for the Rocket Belt.

ISLAND HOPPING MAD!

Best way to take you through Pilot WIngs 64, we reckon, is to focus on each island individually. There is a fair bit of switching between locations as pilots work through the grades – unlike the original Pilot Wings where each new island marked a new level of difficulty. We suppose this new approach ensures that all players, whatever their skill level, get to appreciate the magnificent landscapes in all their glory.



Check out the beach on Crescent Harbour. The detail on the yachts is phenomenal!



Looks like the kind of place you'd like to take a holiday, right? Hey, what a coincidence.



See if you can spot the famous face here. Yes it's Abraham Lincoln! Well done everyone!



Looks better than any winter scene Disney put out, don't you reckon! This is Ever Frost.



CRESCENT HARBOUR

Has the appearance of a millionaire's retreat: speed boats cutting through the surf; plush hotel with fountain; and a tiny island dedicated to just yachting. Most unique about this place is the underground tunnel, which opens out into a magnificent subterranean cave. The waterfalls about this place are especially pretty too.

LANDMARKS



Caverns

No doubt popular for pot holing excursions. As for pilots, the caverns take on a more risky character. But successful negotiation is its own reward. This underground vista is a wonder to behold. Eerie too.

Water Falls

It's a lot of fun just approaching these falls, if only to see how close you can get without being dragged under. They're three-tiered, and framed by rocky crags and arches. Wonder if this is based on a real life place?



Willy the Whale

Somewhere swimming in the briny is a cute black whale. Just to remind you that this is a video game, and not a film real of actual marine life footage. You can track him by following his spout.

MISSION DETAILS





Underground Race

We couldn't believe it, but Nintendo expect players to guide their Rocket Belt pilot down these tunnels at speed. Each time you crash into the sides, that's two seconds deducted from your overall score. Tricky.



Ride the Thermals

Avoid stalling while taking a lift from thermals. The aim is to attain 400 meters, by travelling between these. Soon as the indicator flashes it's time to make a landing. And pilots have their overall score clipped for taking too long.



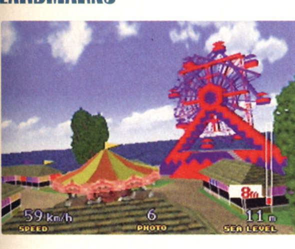
Say "Plankton"

Search for Willy the Whale (it's not his name, we made it up), and take a snap-shot of him. While you're at it, swoop in low over the hotel fountain and get a pic of that. Oh, by the way: don't fall in the sea!

HOLIDAY ISLAND

Geared toward total entertainment. Holiday makers – we guess that means you – can fly their gyro copters beneath picturesque rocky arches, or circle the bell tower of a church. There's an interesting little cave somewhere which magically changes the time of day. But nobody is quite sure why!

LANDMARKS



Check out the Merry-Go-Round next to the Ferris Wheel. It spins too.

Tiny details such as this speed boat make exploration interesting. There is lots to seek out.

Fairground

We asked ourselves: Wonder if that Ferris Wheel spins? And sure enough, when you fly close enough, it does! Plus the jolly fairground music is heard ringing out as it goes. Unfortunately you can't take a ride.









Fountains

Fountains in everyday life are just – well, fountains. But when you see 'em in Pilot Wings 64 looking just like fountains it's something else! The best way to view them is from overhead where the translucency and ripples look awesome.



Bell Tower

On top of the hill. Hear it clanging as you fly past, and take more time out to appreciate the view from just behind the thing. Set against the surrounding hillside, this building is almost picture postcard perfect.





Gyro Copter Run

Pilots are introduced to the delicate controls of the copter by tracking bonus rings surrounding the Island. It's truly exhilarating swooping low for a sea level target, then pulling up hard to reach a hillside marker before ducking over a ridge.



Ride the Thermals

Geared toward total entertainment. Holiday makers – we guess that means you – can fly their gyro copters beneath picturesque rocky arches, or circle the bell tower of a church.



Land that Glider!

Fly through the rings, and land. So simple really. Seems Holiday Island is best suited to beginners, meaning that tasks aren't designed to show you around as much as in other locations. You need that star!



LITTLE STATES

Imagine an island where the Grand Canyon is just over the hill from down town Manhattan, or Cape Canaveral is just around the corner from Mount Rushmore. That's Little States. Pilots are guaranteed to go exploring, just to discover the class of detail lavished on all the major monuments – it's astounding.





LANDMARKS



New York, New York – so good in this game, you'll not get over the shock for weeks! When up close you can hear the noisy (invisible) traffic.





Mount Rushmore

Most striking about this monument is how detailed the 3D model is. Players can stand their characters on the peak of the four heads, and even peer up their noses if they wish. The Wario cheat here is inspired!

Statue of Liberty

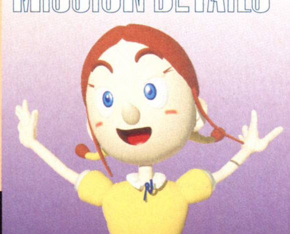
From a middle distance point, Miss Justice for All doesn't look so hot. But close up she's a dream. At night she's lit up too. Okay so the back of her head is a bit flat, but the face and flame burning above look real.



Cape Canaveral

Best viewed at night. When that Shuttle lifts off, and you hear the rumble, you feel like opening the windows and screaming for the neighbours to come and take a look. It's that awesome, folks!

MISSION DETAILS





City Tour

Wearing the Rocket Belt, pilots are led around New York City in the hope of bagging a few hoops. Manoeuvring is tough as the buildings are so close knit. There's also the danger of splashing down in the bay water.



Stop Mecha Hawk!!

You're on a mission to prevent the Giant Mecha Hawk from trampling valuable farm land. This metal monster is stark, raving bonkers. They've tried gentle persuasion but it seems missiles are the only way of stopping him!



Ride those Thermals again

Maintain height for exactly four minutes by using the thermals emanating from the warm ground as the rain pours. It's scenes like this that almost convince players that they're looking at real life film footage.

EVER FROST

Blizzards, causing poor visibility. Thunderous mountains, where the roar of the wind is deafening. Glaciers, and ice bergs breaking away from the coastline. Ever Frost lives up to its namesake for sure. Probably something to do with the cold, but the assignments here are the most surreal in the game.

LANDMARKS





Water Falls

This pretty-as-a-picture area is the clue to a nearby secret entrance. Even if you can't find it – which is easy – there's plenty to admire hear, in the way it looks and sounds. Clear, blue waters and the icy trickling as it falls.





Oil Refinery

Complete with fountains of oil. Close to these is the main industrial area, complete with rigs just off the shore line, with each individual production block boasting a tower surmounted by flame. Fly through these and you get burned!

Ski Slope

Once again the attention to detail is astounding. Though we're only talking about a few chair lifts, this degree of authenticity is unprecedented. First you see the pulleys, then the cars, then them trailing up and down the lines. Cor, blimey!

MISSION DETAILS





Target Run

In the pilot's seat of the copter once more, players search for targets to destroy. They're not hard to find. No, the difficulty is claiming them all as there are so many, and they're all so close together. The trick is to look for formations.



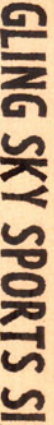
Circle of Light

Pilot Wings 64 has a tendency to get very surreal in some instances – like this! The task here is to bounce a huge turquoise ball into the centre of a curtain of purple and green light. It is sooo weird, and very tricky indeed!



What a rush!

Nose dive into this terrifyingly narrow ravine, aiming to pierce every last one of those bonus rings. This is an intermediate, learning event where players discover how great lift can be gained out of a dive at high speed. Yeeaaaargh!





CRAZY BONUS SECRET STUFF!

No Nintendo game is complete without its share of secrets, rewarded for players whose skills are beyond compare. Should players achieve at least a Silver ranking in the three areas per skill level, they may take part in an alternative event – one for each skill level:

HUMAN CANNON BALL

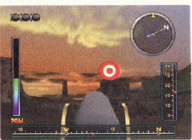
To the tune of some "plinkety-plonkety" organ music, players direct the cannon to aim their character at a series of targets. Not only does this demo the speed at which N64 draws the landscapes, it's also a real laugh! Each time a character is fired from the cannon they soar screaming toward the target. If you miss, terrible things happen to them!



Looks to be on target, but there's a fair way to go yet. Most likely the momentum isn't quite enough. Oh dear.



Nope! Definitely too low here. Goose is heading right for the barn! Next time the player should aim a little higher!

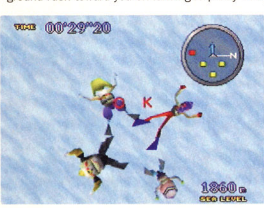



Keep your eye on that power meter – it needs to be maxed out in order to reach that distant target.



SKY DIVING

The best event to show you just how much Nintendo games have progressed since 16-bit. Sky diving is genuinely breathtaking as you break cloud cover to reveal the island far below. Watching the ground rush toward you on landing is pretty scary.



Hold formation for three seconds, then move onto the next. Try to complete as many stunts as possible before entering the clouds.



Aaaargh! It's too far down! I can't look! As you turn, the island spins rapidly causing terrible vertigo! And you have to land safely!



Approaching the landing site. It's necessary to circle continuously in order to home in close on the target. Then choose a run up.

JUMBLE HOPPER

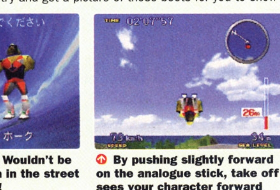
We've never heard of a Jumble Hopper before, though some pretty funky boots went on sale in Japan, which enabled crazy people to leap very high. These are probably the inspiration behind Jumble Hopper (we'll try and get a picture of those boots for you to show next month!)



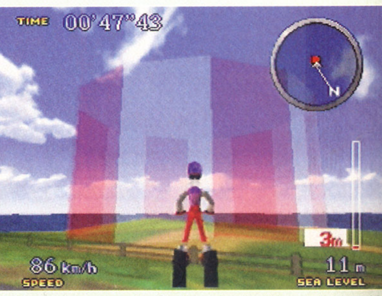
Pretty cool, eh! Wouldn't be seen wearing them in the street though, would you!



By pushing slightly forward on the analogue stick, take off sees your character forward somersault twice!



It's not the end if you make a mistake. Characters just pick themselves up and take off again – minus time bonus.



This is where you're heading for – the goal! Bounce toward this light-gate as fast as possible to claim maximum points.

Depending on which character you chose, the performance in each area is affected. For example Ibis, pictured right, is great for the rocket belt thanks to her light weight. Hawk, the big bloke with the moustache, is ideal for hang gliding – you may think his weight is a hindrance, but it helps gain speed and improves control.

STAR MAN ★★★★★★★★★★★★★★★★★★★★★★★★

We have discovered that three of the four islands hide a secret star which, when collected, grants players the impossible dream of flight – with wings!!! Here's how we got them:







Glacier Gauntlet Deep within Ever Frost, at the end of a treacherous passageway, leading to an underground waterfall, hangs the star.







Low Flying Follow the coastline around Holiday Island to find this rocky arch. It isn't difficult. Right below is the star – hooray!







Little America We found the star here by flying low between the buildings of mini Manhattan. It's not always there, however. We suspect that there's conditions for finding it.

I SMACKA YOUR FACE!

In addition to the bonus events, and secret "Birdman" opportunities, there's some deeper hidden tricks. So far we've found two, but there may be more!



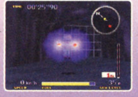




Issa Me – WARIO!!!

Aim the human cannon ball at Mario's face on Mount Rushmore, and it smashes to reveal the foul image of Wario. Egads! On a similar subject, we discovered that pilots wearing a Rocket Belt can perch on the peak of Mario's cap.





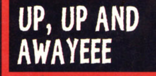


Lights out

By carefully manoeuvring into this small cave, and heading toward the grate which lies at the end, the time of day changes from morning to night. Whether or not this affects anything else in the game, we're not so sure.

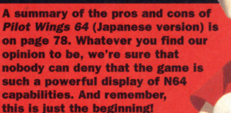


You know this game really doesn't take itself too seriously at all. Mecha Hawk is hysterical, as are the Human Cannonball sections. You can have hang gliders run backwards off mountains, and anyone who nose dives with the rocket belt sees their character's legs flail in the air as their heads are buried in the ground! It's excellent!

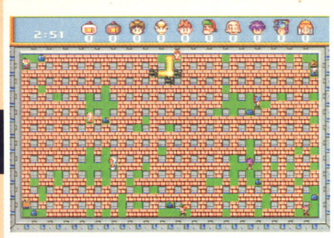


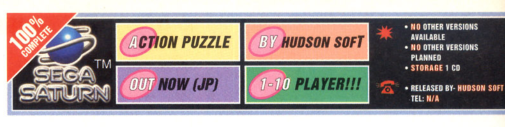
UP, UP AND AWAYEEE





A summary of the pros and cons of *Pilot Wings 64* (Japanese version) is on page 78. Whatever you find our opinion to be, we're sure that nobody can deny that the game is such a powerful display of N64 capabilities. And remember, this is just the beginning!



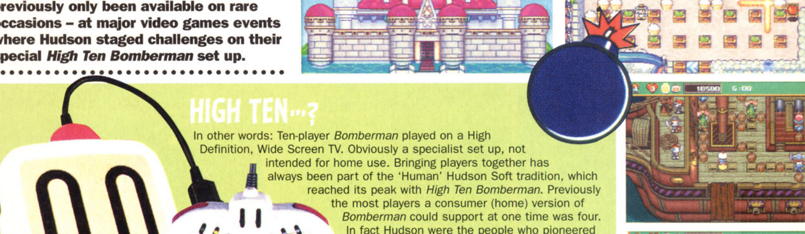


Hudson's legendary 'High Ten' version of their classic all-action, multi-player game has just been released for Saturn in Japan. Somebody's got to bring it over here!

SATURN BOMBERMAN

Let's be straight about something before going too far: *Bomberman* is not everyone's favourite character. But those die-hards who have followed the series since PC Engine days are sure to be going wild right now.

Of all Hudson Soft's famous games, *Bomberman* is the one players associate with the most. Mainly because Bomberman is best played with a group of friends in a four-player competition. But the ultimate in *Bomberman* thrills have previously only been available on rare occasions – at major video games events where Hudson staged challenges on their special *High Ten Bomberman* set up.



HIGH TEN...?

In other words: Ten-player *Bomberman* played on a High Definition, Wide Screen TV. Obviously a specialist set up, not intended for home use. Bringing players together has always been part of the 'Human' Hudson Soft tradition, which reached its peak with *High Ten Bomberman*. Previously the most players a consumer (home) version of *Bomberman* could support at one time was four. In fact Hudson were the people who pioneered the four-player multi-tap to make this happen. With *Saturn Bomberman* players have their first opportunity to experience the awesome fun *High Ten* offers whenever they want, at home.

TEN-PLAYERS ON SCREEN AT ONCE!!!







You need a pretty huge TV to benefit from this incredible ten-player scenario. And at least five or six mates there with you! Players can go against nine other CPU competitors if they wish – but it's a real chore if you lose first.

High Ten mode uses Saturn's High Resolution.







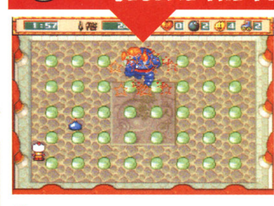


This dino creature is 'Tailor'. After hatching he takes a while to grow before Bomberman can hitch a ride.

MASTER BLASTER

Just like in *Virtua Fighter 2*, *Saturn Bomberman* has a Ranking Mode – in this case known as 'Master Game'. With just one life, players take one of the ten characters through a succession of qualifying rounds, interrupted by confrontations with Bosses. After making it to the end, but most likely after you are beaten once, a certificate is displayed on screen, with information on total score; maximum score; date achieved, and so on. Something to show your mates and lay down a challenge.

BECOME THE TOP BOMBERMAN!



Survive as long as possible against lunatic boss characters like this.



After losing just one credit, players are graded on their skill. Oh dear.

CHOOSE YOUR TAILOR

Taking over where the Louis the Kangeroo-like creature left off is Tailor – a dinosaur breed. Like Loius, who appeared in *Mega Bomberman*, Tailor features in five colours; each with its own special ability.



Pink Tailor can hop over walls.



Green Tailor runs very fast.



Yellow Tailor stuns the enemy!



A battle in outer space! Phil asked us to include this picture especially as it is his favourite.









In this stage a train track crosses the play area, and Bomberman uses the locomotive as a tactical device.



THE FAMILY HUDSON

Joining the celebration are eight of Hudson Soft's best-loved Japanese heroes, only two of which are familiar to us Westerners: Mr Higgins (*Adventure Island*), and BC Kid (aka *Bonk!*). Others we recognise are Kabuki (*Kabuki Klash*), two lead characters from *Tengei Makyo* – Kinu and Sengoku Manjimalu – and Milon (*Milon's Castle*). The two we don't know too well are Honey the Cowgirl, who is currently hosting Hudson's Fun Club on their web site, and her Samurai partner, Cotetsu, who is apparently her number one fan!



BANG ON FOR A UK RELEASE?

At this time we know of no plans to bring *Saturn Bomberman* to the UK. However we're putting pressure on those who we know might break, so hopefully we'll have good news soon. Stay active.



80% COMPLETE
SEGA SATURN
SHOOT 'EM UP | BY PROBE
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The bitch is back! And this time she's brought her smash hit PlayStation game to the Saturn. She's also her to plug her new cookery book and talk about childbirth.

ALIEN TRILOGY

It's one of the best-selling PlayStation games to date, and no surprise! The combination of a *Doom*-style shoot 'em up and the awesome presence of the infamous acid-blooded Aliens, is perfect grade-A videogame fodder. And it's something Saturn owners have been begging for (some of them, anyway). Well, the begging stops here, cos the Saturn version is just around the corner. It looks to contain all the traits of the PS version. The brilliant blasting action, the spooky atmospheric graphics, the totally unthreatening aliens that look like men in rubber suits, and the facehuggers that resemble Ed's spindly hand over your face. Still, there's always the samurai androids (obviously removed from the films) to provide a hardcore challenge. Yippie kie yay, everyone!

BURSTING WITH ALIENS!

If it isn't already obvious to you, *Alien Trilogy* is a game based on the three movies. Unlike the three-game *Die Hard Trilogy* though, these movies have been combined into an single ongoing alien-hunting adventure. Taking on the role of Ripley (who else?) the game starts at the Acheron colony base, after your marine compadres have been wiped out. From there, the action moves onto the prison colony of Alien 3 (obviously it's just next door), and finally onto the crashed alien ship from the first film, which has to be destroyed to end the spread of aliens.

▲ The intro is great, but strange. All the rendered people look so real they might as well have been!



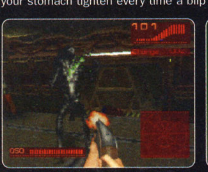
▲ Ed, get your hand of the screen, I can't see what's going on.



▲ Right, I warned you, freak-boy. You'll never play the piano again!

ALIEN-REPELLENT ROCKET WEAPONRY!

With the exception of the second film, the Alien movies aren't exactly dripping with gung-ho weaponry. Not a problem with this game! It just ignores this fact and loads you up with plenty of destructive toys. Not straight away though. Starting with just a pistol, you work your way up to shotguns, flame throwers and of course, the trusty pulse rifle. Adding to the atmosphere too, are the legendary motion-trackers. Guaranteed to make your stomach tighten every time a blip appears on the scanner!





YOU WANT SOME?

▲ The shotgun works well enough on these Alien grunts, but when dealing with the big momma herself, you need something a bit more explosive!

SWITCHING TO SPECKLE VISION!



▶ You have to watch out for the giant popcorn kernels that fall from the ceiling. Use them to your advantage.

If there's one question over the Saturn version, it's the usual "How well have the lighting and transparency effects have been converted?". Well, just to upset all those anal-retentive worry-warts out there, the mist-effects have transformed into floating net-curtains, but apart from that,the games look near identical. The trade-off (just to cheer you up), is that the Saturn version has much superior sound. But look, quit worrying about it. If you're still bothered by this whole transparency effect issue, you don't deserve an ace machine like the Saturn.

NEXT MONTH.... GAME NOT OVER, MAN!

Grief no. In fact, it's only just started as we review the finished version of this long-awaited 3D blaster. Until then, to quote the second film. "Flippin' heck, we best scram!"

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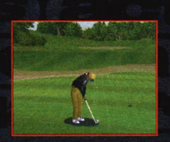
9 out of 10 "The best golf game on the PlayStation so far"

PSX Pro



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- NO OTHER VERSIONS PLANNED. MORE KIRBY ON GB AND SNES
- STORAGE - 32-MEG CARTRIDGE + BACKUP
- RELEASE- JUNE
- PUBLISHED BY THE GAMES TEL: 01793 653 377

He's one of Nintendo's most innovative characters, created by none other than Shigeru Miyamoto. A fully fledged Kirby platform game has been a long time coming, but the result has been worth the wait!



Takes you back, doesn't it! Traditional platform action on the Super NES, with lots of twists.

KIRBY SUPERSTAR

Harnessing such a versatile character as Kirby is tricky. Which is probably why we've seen his name associated with numerous alternative titles such as *Pinball, Blockball, Dream Course* and *Ghost Trap*. As a platform personality, Kirby is too clever for his own good – which made the Game Boy and NES outings a doddle to complete (though they are enormous fun while they last). The Super NES, however, is no stranger to intense platform games...

I AM YOU AND YOU ARE ME

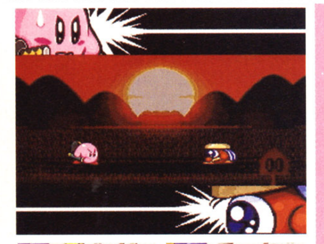
In case you needed reminding, Kirby has a rather unique way of dispatching his enemies. Which in turn leads to a rather unique way of gaining power-ups. Instead of being limited to bonus items found in boxes, Kirby need only look as far as his next foe for assistance. The majority of smaller enemies can be swallowed whole, then spat out as a missile, or absorbed in order to take on their power. In the case of larger enemies, their weight is such that it causes stars to emerge from the ground as they pounce. Kirby uses these as against them!



Schloop! Kirby attempts to vacuum this tiny Dedede trooper. Over here!



Once Kirby has absorbed an enemy, he wields their special power.



SIX PACK

There are six styles of game in Kirby Superstar, two of which are only accessible after working through the first four. They're mostly platform-style affairs, but with a broad spectrum of crazy ideas thrown into the mix.

Gourmet Race

Kirby races his arch enemy King Dedede to all the castle food. They both have hefty appetites.

Dream Land

An expanded version of the original Game Boy 'classic'. Meet up with all the old favourite bosses.

Dyna Blade

Kirby dons his ninja persona and goes in search of a giant eagle who has kidnapped some baby chicks!

Magaton Punch

A test of strength: Kirby takes the stage to compete with a Dream World opponent, and breaks pieces of stone in half!

Samurai Showdown!

Originally we thought this was a Sumo wrestling event, then we worked out that Kirby is battling with fans!

SUCKERS!

We feel really sorry for everyone who traded in their Super NES for a different games system! The 16-bit Nintendo is still one of the coolest around, and *Kirby Superstar* is another cool title to look for.
Look for the review next issue.



Check this powerful Kirby ice magic!











"Kirby's behind the nozzle! Fix him!"





YOU COULD SHOP ELSEWHERE ... BUT THAT'D SUCK.











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Why would a Japanese school girl dress in a Bunny Suit, and brandish a hammer? It's about time you knew.

KEIO'S FLYING SQUADRON 2

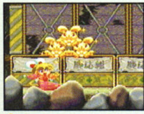
Devoted fans of the Mega-CD might remember the original *Keio's Flying Squadron*. At least you may remember waiting for that game, only it didn't come out in the UK by virtue of an enormous marketing disaster. But that's all by the way. Very soon Sega Saturn is to support the equally funky 32-bit antics of Bunny Girl Rami Nana-hikari, and her pet dragon Spot.





WOAH DRAGON!

Rather than release a graphically enhanced version of Mega-CD *Keio* for Saturn, JVC have modified the game structure. Instead of setting out as a shoot 'em up, Saturn *Keio* begins as a platform game. It's very similar in style to the 16-bit *Goemon* games from Konami – lots of traditional Japanese culture references and ingenious boss characters. It's only after progressing through the first couple of scenes that Rami meets with her trusty steed Spot and takes to the skies.





Collect the golden bunnies for bonus points. Sometimes there are big stashes hidden away in chests.





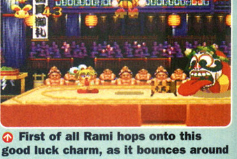
For the last section of each level, the game reverts to some classic Keio Flying Squadron shoot 'em up action.

IT'S A BOSS THANG

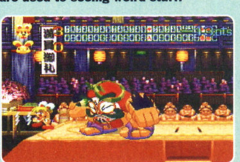
While Saturn *Keio* is blatantly unoriginal, it boasts some ingenious boss routines within that tired structure. Until recently all platform games were judged on the complexity of the boss routines, so it's refreshing to encounter this 'old school' again.



Boss No 1 is encountered in the Sumo Stadium. Seems the people here are used to seeing weird stuff.



First of all Rami hops onto this good luck charm, as it bounces around the screen.



After three hits it transforms into a furious muscle man who tries to pummel Rami.



Lastly the charm spins like a top on a pencil – time to bounce on its head again.

GREAT EXPECTATIONS

An interview with Yasushi Endo, programmer of *Keio's Flying Squadron*, printed in Sega Magazine in 1994 revealed some interesting promises for the Saturn sequel. There was talk of using video backgrounds and including 3D bonus stages. Though we haven't encountered any such thing yet. Still, the interview took place before the Saturn hardware was finalised, so we can't hold Endo-san responsible for anything he may have omitted under the circumstances.

TIME FLIES

There's not a great deal more we can add at this stage, short of showing all the game in full-blown detail. We intend to bring you the full, explanatory review next month – yes, even the mystic Japanese stuff too.



80% COMPLETE

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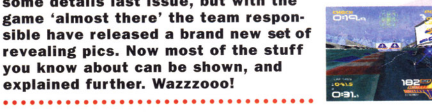
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- NO OTHER VERSIONS AVAILABLE
- PC OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY - PSYGNOSIS TEL: 0151 382 3000

The most eagerly awaited follow-up game on PlayStation is nearing completion. Here's the last batch of teaser shots before we go in depth on the final game!

WIPEOUT 2097

Still buzzing after our last dose of adrenalin™, provided by the original *Wipeout* we have been chasing Psygnosis for updates on their intense sequel. We provided some details last issue, but with the game 'almost there' the team responsible have released a brand new set of revealing pics. Now most of the stuff you know about can be shown, and explained further. Wazzzooo!





Just when you thought you were getting tired of Wipeout...

BUILDING ON WHAT THEY KNOW

The basic structure of Wipeout is still ahead of its time, insofar as race games go. So unlike Reflections who have completely revised Destruction Derby 2, the basic game engine in WO has remained the same. What Psygnosis have done is find new ways to exploit their original concept, dedicating time to perfecting the gameplay rather than allocate those long hours recreating everything from scratch.

MORE DETAIL!

Roadside detail is increased for *WO2097*, with extensively animated scenery much of which is totally unique to the sequel's new circuits.









Roadside detail is immense this time around, just look at it!

AWESOME NEW WEAPONS

Weapons play a more significant role in *WO 2097* as ships can now sustain damage. The pyrotechnics are pretty spectacular.



New to the game is this three-way missile.



Oomph! Here's what running over a mine does.



Getting clever with a standard missile.

NEW MODELS

We mentioned last month how the various craft showed more distinction. Well, here's a selection to highlight those differences.



Auricom – like Buck Rogers, eh?



Fiesar – not much different to before.



AG Systems – Fast! Fast! Fast!



Qirex – just don't mess, okay!

PRESENTED BY DR™

Once again Sheffield boys Designers Republic have been employed to reestablish Wipeout's cool branding.







Yeah man! Wicked artwork, guy! Cool logos man! Neh!





OVER TO YOUR LEFT...

Four of the seven new circuits are almost complete, enabling Psygnosis to provide us with some high quality shots of them. You can see how much the depth of roadside detail has boosted the visual appeal






1. "ODESSA"

Present day Tokyo viewed through a fish-eye lens, and suffering from too much caffeine. Futuristic aircraft fly overhead. And the architecture is just space city!

2. "TALONS"

Industrial architecture, but brightly coloured nonetheless. Ducts enclose the track, characterised by pipes varying in size. Light reflects spectacularly off all surfaces.

3. "SAG"

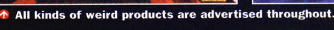
Identifiable from its blue-green road surface, through being coated in ice. Snow-covered mountains loom in the distance, occasionally encroaching on the track.

4. "VALP"

Like the Valley of the Kings, only this track threads through Alien architecture which looks disturbingly real. It appears some kind of rain forest is in the background there.






All kinds of weird products are advertised throughout.






Err... what's that?!

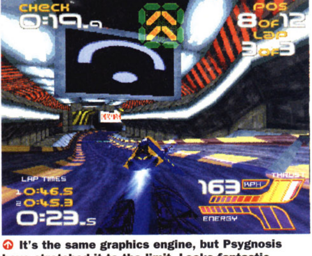

Faster than sound...


... KABOOM!


Atmospheric lights.


Last, but looking good!




It's the same graphics engine, but Psygnosis have stretched it to the limit. Looks fantastic.


Two pilots do their best to wreck the other's rocket.


Race craft recognition time: guess the team.

A CHALLENGER COMES!

We checked out the options screen for *WO 2097*, to see if there are any more clues to the gameplay. Arcade style we know about, which is exactly like the original except with an energy bar creating extra tension. Time Trial is obvious, but Challenge? Could be that the game designers have devised some extreme tasks to complete: finish a race without sustaining damage, that type if thing. If we are right about this option, the game will absolutely demand hours and hours of practice!



ADRENALIN™ RUSH



With the finished game mere weeks away, CVG is now EXTREMELY eager to pilot the new line of Anti-Gravity racers. You won't know what's hit you when those pages appear in the magazine!!!









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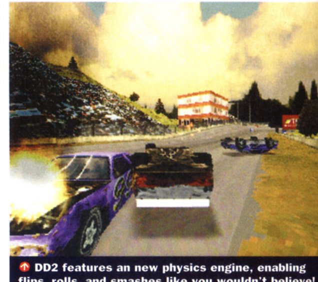


Everything that *Destruction Derby* stands for – hyper realistic visuals, awesome 'auto' annihilation, and, er, more awesome 'auto' annihilation – is doubled for the follow-up. Yippee!

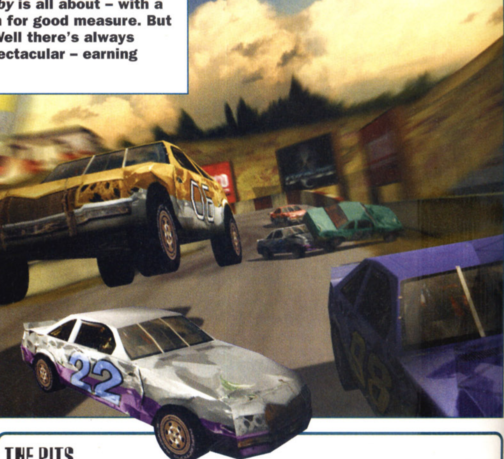
DESTRUCTION DERBY 2

Wrecking cars is what *Destruction Derby* is all about – with a vague kind of racing theme thrown in for good measure. But once you get past that, what then? Well there's always learning how to make those crashes more spectacular – earning points for 360° spins, and so on...

Well, for a lot of people this routine lost its appeal once the magic of the PlayStation's powerful 3D graphics wore off. For the sequel, development team Reflections thought more about the number of tracks, and the intricacies of them to make more of a racing game. While also increasing the authenticity and detail of the physical models. Plus a big name sequel also gets its own guest celebrity to do the commentary – Paul Page. What an overhaul!



DD2 features an new physics engine, enabling flips, rolls, and smashes like you wouldn't believe!



DECONSTRUCTION CLASSICS

No doubt about it, *Destruction Derby* is best known for its crash scenes – 'drivers' don't need to come in first all the time for thrills. For DD2, the designers re-wrote almost the entire game engine, enabling separate parts of the bodywork to show severe damage. To make this even more spectacular, sparks fly and cars which catch fire may even explode!





Both the 'hood' and 'trunk' of a car can be sent flying in DD2 – if hit hard!

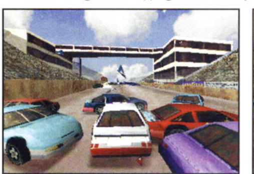




Tracks are now wider to allow drivers to get back into the race after a spin-out.

THE PITS

To account for the excess of damage possible in *DD2*, the game now features a pit-stop. Reflections are yet to decide how much this service will be limited, as it would be fairly shambolic having drivers nipping in there every second lap!





Drivers who spend too much time cowering in the pits miss out on all the action!

THE INCREDIBLE DANCING STOMACHS

Tracks are now longer and more complex in design; typically meaning that there are jumps involved, and banked corners characterising circuits up to eight-times longer than before. To compensate for this, the handling of all cars has been written from scratch too. In *DD2*, when cars bank too hard, the four-wheel independent suspension may react – just like in real life – by flipping the car over. We're told that skilled drivers using an analogue controller (Mad Catz, Neg-Con) can drive on two wheels after a bit of practice.



You can roll or flip the car in *DD2*, thanks to the 3D impact dynamics employed.



CRASH AND BURN?

Expect at least seven race tracks, and four 'Destruction Derby' bowls in the finished version of *DD2*. If the release date holds, we should have the review next issue.

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Last month we revealed the first pictures of Saturn *Fighting Vipers*. This month you could be playing it. We already have!



Only two weeks after this issue hits the newstands, *Fighting Vipers* will have been released in Japan. Incredibly, the date has been set for August 30th! Perhaps, following the release of N64, Sega want to remind fans why they bought a Saturn, and there's no better reason than AM2's fighting games. *Virtua Fighter* and *VF2* almost singularly sold the machine in Japan (to the current figure of over 3 million) and *Fighting Vipers* is set to maintain this fan following. For UK Saturn owners, news of a Japanese release may not seem so exciting. But get this, Fighting Vipers is out here in October! We've already played a 75% complete version and it's incredible!









ALL THE FIGHTERS REVEALED!







GRACE

Previously only six Vipers had been revealed. Now all nine are present, and they're all fully playable! Every move for each character (with the exception of the wall-climbing ability) has been programmed in, complete with all the hit detection. Timing of the moves, chaining, recovery times, everything is exact. And it's all up and running at arcade speed. Even at this stage, we can confidently say the gameplay is coin-op perfect!

BAHN



RAXEL

TOKIO







MAHLER

PICKY



HONEY



JANE

SANMAN

SECOND PLAYER COLOURS!

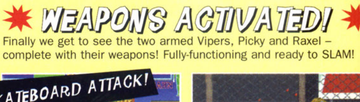


All the alternative costumes are now in the game too! At present, the method for selecting them is different from the arcade. You hold UP and C just like in Saturn VF2.

WEAPONS ACTIVATED!

Finally we get to see the two armed Vipers, Picky and Raxel – complete with their weapons! Fully-functioning and ready to SLAM!

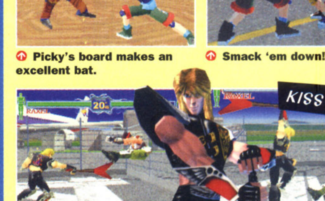
SKATEBOARD ATTACK!



Picky's board makes an excellent bat.

Smack 'em down!

KISS MY AXE!



One in the guts sends them flying!

Raxel uses his guitar like a real axe, cleaving his foes!



CHECKPOINT 1: THE SHADOWS

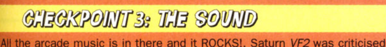
The 50% Tokyo Toy Fair version featured character shadows. These have been removed from the latest code. Clearly AM2 are reworking them. Unlike *VF2*, stunted shadows won't be good enough for some levels, especially the low-lit Bayside stage.

CHECKPOINT 2: THE WALLS



All the enclosures are present and look excellent. Railings, concrete walls and even the transparent barriers are there (although the latter have a net-effect to their reflections). Busting through them is already possible too!





CHECKPOINT 3: THE SOUND

All the arcade music is in there and it ROCKS!. Saturn *VF2* was criticised for poor sound effects (due to memory capacity, it's rumoured). *FV*'s sound is currently quieter than we'd like, but the coin-op's effects were always more potent than *VF2*'s (more similar to *VF*'s), so that's an immediate advantage.

CHECKPOINT 4: BACKGROUND ANIMATION

The backdrops in Saturn *FV* are flat. However, they seem to be cleverly locked to the foreground, so the 'floating ring' of VF2 isn't so apparent. Moving scenery such as the truck and plane are still missing and we don't know if they'll be included.

CHECKPOINT 5: EXTRA CHARACTERS? YEP!

For starters, the boss Mahler (BM over here) is playable. But get this, AM2 are 100% DEFINITELY including a character called Pepsi-Man. *Fighting Vipers* features Pepsi advertising in Japan (see Picky's board). In Japanese Pepsi TV ads, there's a T1000-style character with no features, who saves the day (by refizzing people's Pepsi for example). He's going to be in the game! Yes, yes, YES!





With his board strapped to his back, Picky can slide through his opponent's legs and smash 'em in the back!

LIGHTING VIPERS!

Saturn *VF2* pushed console graphics to new heights with incredible hi-resolution visuals and 60 frames-a-second animation. As we showed last month, *Fighting Vipers* goes two steps further. First by light-sourcing all the fighters, and secondly by gourard-shading them. There is a cost for these added effects though. The resolution is lower (although not so much as *Sega Rally*'s), and we're unable to tell whether the frame rate is still 60 fps, mainly because of the staccato nature of the action (it's all snapping attacks and impact moves). Don't worry though, it all looks totally awesome.



The observation tower is a good demo of the lighting-sourcing. Each corner has a set of floodlights that flick alternately on and off.

ARMOUR EXPLOSION!

One feature of Saturn *FV* we've been dying to see is the armour busting off the Vipers. Now we have, and it's everything we hoped for. Shattering your opponent's protection with an impact move is every bit as dramatic as it is the arcades. Just look at this!



Watch out! She's powering up an impact move!

KER-RAACK!

The sharp smashing sound increases the pain!



Awesome overhead view...



of Picky getting shelled!



TAke that you little runt!

And stay down!

PLAY IT AGAIN!

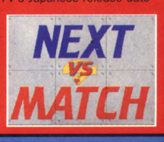
Arcade *Fighting Vipers* is famed for its awesome multiple replays of the armour-shattering. The Saturn version replicates this effect to perfection. Three multiple-view replays instantaneously cut in, emphasising the power of the attack!



OOH MATRON!

NEXT MONTH...

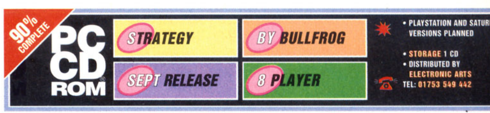
The close proximity of *FV*'s Japanese release date to our press deadline, more than likely means we won't be reviewing it next month. Nonetheless, we'll give you better coverage than any other magazine around. Trust us.









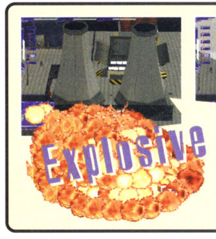




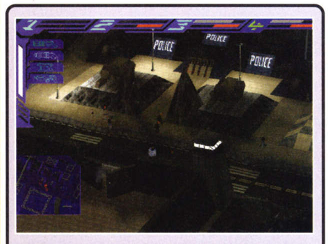
The original *Syndicate* was a phenomenal game, perfectly blending superlative isometric arcade action with a hint of strategy. It became a landmark title on the PC, reaffirming Bullfrog's position as a premiere developer of innovative software, and has duly received the conversion treatment to every gaming platform known to man. All excepting Game Boy and Game Gear, of course.

Now, with the advent of 32-bit technology, Bullfrog have responded to public demand and produced a sequel to the ever popular original, designed to take full advantage of the power of the latest systems. The Corporation is back, ladies and gentlemen, and they've never looked better.

Syndicate Wars has NOTHING to do with a group of people arguing over a lottery ticket! It has EVERYTHING to do with guns, violence and badass corporate assassins in the Cyber-Punk cities of the future!




Follow this sequence from left to right: The corporation agents drop a mine then run for cover. A moment later, the mine explodes, reducing the stacks to a pile of rubble. Destruction like this is common place in *SW*!



CHIP OFF THE OLD BLOCK

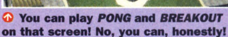
A hundred years have passed since the sinister Corporation achieved global domination in the original *Syndicate*. Since then they have discovered a way of controlling the world's population with an advanced mind control device known as the CHIP. When attached to a victim's nervous system, the CHIP renders the recipient ignorant of the grim reality of everyday life, and keeps their mind pure of all rebellious thoughts.
After almost a century of unchallenged authority the Corporation has grown complacent, and is slow to react when a growing number of CHIPS start to malfunction, allowing citizens to perceive life as it really is. Out of this chaos have risen two major forces: a chain of marauding biker gangs, and a religious cult – both using the breakdown of order to seize territory from the Corporation. The scene is set for an explosive showdown, in which YOU determine the outcome!




The intro shows an ordinary citizen being gunned down by a *Syndicate* hit squad. Charming.

TAKING SIDES

Compared to the original, the basic structure of *Syndicate* remains unchanged: Arm your team of crack 'agents' with hi-calibre weapons and cybernetic body parts, then deploy them into an isometrically scrolling city to effect a series of missions. This time players may adopt the role of Corporation Exec, or a Church Elder; with control of the third power – a biker gang – planned to appear on an expansion disk at a later date. Each power requires different tactics to succeed.

You can play *PONG* and *BREAKOUT* on that screen! No, you can, honestly!



Just one example of the many powerful weapons in *SW*'s arsenal!





There are two different sides that you can take in *Syndicate Wars*. The men in trench coats are Corporate agents, while the white robes belong to the Church.

MISSION: IMPOSSIBLE!

Missions are based around 30 international cities, and are much more complex than those in the original *Syndicate*. Some involve visiting two or three locations before completion, where failure to complete part of a mission can result in the mission goals changing. For instance, if a prisoner whom you are transporting escapes, your objective may change from 'Escort' to 'Terminate'. Also, there is more than one way to complete your mission objectives. If you are sent to assassinate a prisoner in a Police Station, you could sneak into the building, kill him quietly, then escape. Or you could just bring down the whole building down on his head!

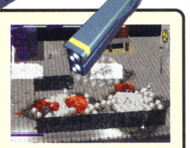










AESTHETIC EXCELLENCE!

Thanks to the power of the 32-bit machines, *Syndicate Wars* is a visual feast, with the player being able to rotate the 'camera' through 360 degrees in order to view the game from any angle. Where tall buildings might obstruct the view, obtrusive parts are rendered transparent, thus overcoming the 'blind spot' syndrome of the original. So, no more cheap ambushes by enemy agents hiding round a corner. Such is the power of the *Syndicate Wars* graphics engine that the landscape contains several large video screens playing real time FMV adverts!






Use keys to spin the camera angle around your agents. These graphics are incredible!

LOCK AND LOAD

Original *Syndicate* offers a diverse range of weapons, each with unique tactical uses. 'Wars' looks set to continue that tradition with a total of 24 weapons, some old favourites and plenty of new additions. Highlights include:



Napalm Mine: burning chemical fun ahoy! Sticks to its victims.



Grenade: Slightly more powerful than your garden variety pineapple.



Quantum Devastator: uses energy from the nearby buildings



Laser Gun: Long range beams of death! Accurate and lethal!

NEXT MONTH... URBAN ANARCHY!

***Syndicate Wars* has been in development for absolutely ages now, but according to Bullfrog its finally nearing release. Still, they said that about *Dungeon Keeper*... six months ago! So don't hold your breath – or you might suffocate.**







SUBSCRIPTIONS

SUBSCRIBE TO CVG AND RESCUE ROOT-BASED MIKE FROM LIFE OF CRIME!

JAYMEE FRIEND. MIKE HELP JAYMEE. HOOMANS BAAD. NOT FRIEND!!

Maintaining CVG's reputation as the World's no.1 games magazine, requires a uniquely talented team. As such, art editor Jaime went to unnatural lengths in recruiting a suitable second-in-command – seeking the advice of a wise Chinese conjuror, who in turn gave us Mike Newson. Mike is in fact a babapapa, a root-based creature grown from the soil. From the day we popped him out of his jar, he was a joy. Amusing us with tricks such as turning his lower half into that of a horse, or transforming his nose into a trunk and carrying logs with it. But recently matters have changed. Having reached maturity, he has been going out on evening jaunts with Jaime. At first these sessions seemed harmless enough, with Mike changing his face into that of young Ed to impress the girls. But now we've read reports of robberies all over town, supposedly commited by a long-faced gentlemen. Can it be that Mike is impersonating Paul to do these dreadful deeds?

WE MUST EDUCATE OUR BABA-PAPA BEFORE IT'S TOO LATE!!

It seems Jaime has led impressionable Mike astray for his own personal gain! Who knows what filthy lies he's spun to get poor Mike to do his bidding? But things are worse than you could imagine. When the Chinese conjuror handed over Mike, he gave us a strict warning. If a babapapa ever commits bad deeds, it will turn into a kakapapa, an evil root-based demon that will devour the Earth! There's only one chance! We must send Mike to school and educate him about right and wrong. But we desperately need the money from your subscriptions to buy his school books. In return, we'll give you 12 issues for the price of 10. Plus we'll make sure you get your copy before they're even on the shelves. Hurry though! Term starts again at the beginning of September...

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"want some?.. come get some!"

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Our 'friendly' operators are ready and waiting to take your call

EARLIER ISSUES ALSO AVAILABLE!



computer and video games

SEE YA IN THIRTY, TURDS!

WE GO BEAT'EM UP CRAZY
WITH FIGHTING VIPERS, STREET FIGHTER ALPHA 2
AND TOBAL NO.1
AN IN-DEPTH LOOK AT FINAL FANATSY VII. FI ON
PLAYSTATION REVIEWED.
INTERVIEW WITH THE CREATORS OF TEKKEN 2.
PLUS THE UK REVIEW.
PLUS EVERYTHING YOU NEED TO
KNOW ABOUT QUAKE!

NEXT MONTH

ISSUE No. 179 OUT ON SEPTEMBER 9TH

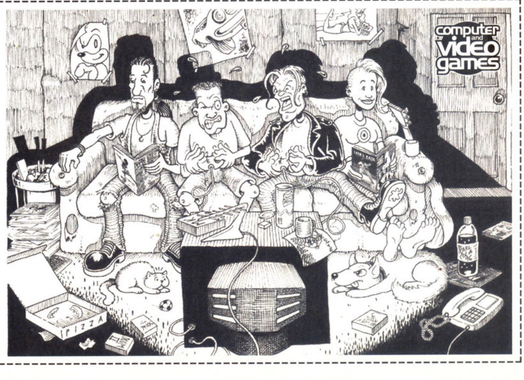
Dear News Vendor.
Would you be so kind as to keep me a copy of Computer and Video Games Magazine each month so I don't miss out on my bestest games mag. Ta.

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CHECKPOINT

The month's events and software releases at a glance. **August-September**

Your at-a-glance release info on games which are available between the dates this issue of CVG is on sale. Also news of a European trade show which could, for the first time in years, be genuinely amazing.

A monumental month for Computer and Video Games in the global sense, but closer to home we're not seeing anything so ground breaking as N64. Or as exciting for that matter. August is summertime, don't you know, and console publishers tend to hang on until late September/ early October for their major releases. Which leaves us with a lot of second rate PC CD-ROM stuff, with only a few exceptions – namely *Syndicate Wars* from Bullfrog (13 September), and *Quake* (August – allegedly). Saturn gets the second batch of Psygnosis titles – *Discworld* and *Destruction Derby* – so hurrah for that. And PlayStation clears the floor for a cool *Micro Machines 3* session. All very well, but far from the assault on the senses that we can expect to see on these pages next month. Can't wait to see finished UK versions of *NiGHTS* and *Tekken 2* sitting on the shelf; now that will be a sight for sore eyes. Meantime here's the release schedule with the best and worst games highlighted to help you make that slightly-shorter-than-usual wants list:



HYPERBLADE

At the time of writing we're not sure if the release date is going to hold on this one, but even if it slips *Hyperblade* is worth waiting for. Now for the spur of the moment competition requirements: *Hyperblade* portrays the action of a cool future sport. We want you to devise your own 25th Century team sport. Send your sketches and/ or imaginative concept essays to HYPER CYBER ROLLER DEATH BALL RACE.

F1 PLAYSTATION

Whether fans of Formula 1 or not, PlayStation owners need this game. Everything looks and sounds completely authentic, due to Psygnosis having worked the official FOCA license for all its worth. All the viewpoints are based on existing BBC camera positions which improves the realism even more. The near finished version we've played is a joy, so you simply must enter this competition. Just tell us the name of the Scalextric rival which allowed drivers to change lanes. Address to: THIS COMPETITION ROCKS!



NIGHTS

Do you own a Saturn? Do you want to be the envy of everyone who doesn't? We have the answer: *NiGHTS* is unlike anything you've ever played before, and it is TRULY MARVELLOUS. To see *NiGHTS* in action is hypnotic, to hear it is even more enchanting. But playing the game is what makes all the difference. With it Sega have something refreshing and unique, so you'd be a fool to turn down this opportunity. Just tell us what is so refreshing and unique about your good self. We could do with a laugh. Here's the address: I EAT TOE JAM FOR BREAKFAST



Send entries to:
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Computer And Video Games,
Priory Court, 30-32 Farringdon Lane,
London EC1R 3AU

ECTS '96

8-10 September (Olympia, London)

Event organisers Blenheim are hoping Nintendo will choose ECTS '96 to demo the N64's spectacular line-up of games. And if all associated major publishers take the initiative, this should prove unmissable. How likely this will be in the light of the new UK delay is for them to worry about, then Sega and Sony, who will of course be there, to gloat over. Again. As usual all the latest developments in PC technology will be on display, and hopefully ECTS will be the place we get to play Shiny's *MDK* in depth for the first time. Excellent! Also this is the event Sega are choosing to hold the biggest launch party since *Sonic 2* for *NiGHTS* at Segaworld! It's going to be absolutely awesome!!!

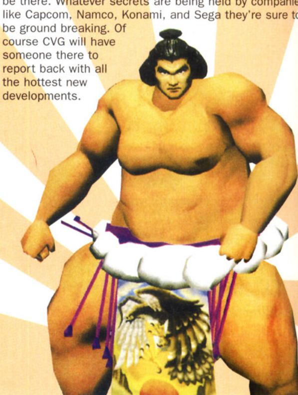


If you know someone, who knows someone, you could attend the video game party of the year!

JAMMA

12-14 September
(Nippon Convention Centre, Tokyo)

JAMMA is the biggest amusement show in the world, where all the major companies preview their next generation of coin-operated video games. Traditionally no company releases information about their line-up until the first hour of the first day. But that doesn't stop the rumours flying. Most popular of course being that *Street Fighter 3*, *Virtua Fighter 3*, possibly even *Tekken 3* will be there. Whatever secrets are being held by companies like Capcom, Namco, Konami, and Sega they're sure to be ground breaking. Of course CVG will have someone there to report back with all the hottest new developments.



Could be that we shall see Sumo Takarashi in action at the JAMMA show this September. Plus many secrets are expected to be revealed.

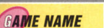
KEY: **Red** It's hot, so buy it! **Blue** Avoid like the plague!

GAME NAME	COMPANY	FORMAT
15 August		
Bugs Bunny	Sega	Mega Drive
Destruction Derby	Psygnosis	Saturn
Discworld	Psygnosis	Saturn
Indycar Racing	Virgin	Saturn
Raw Pursuit	Virgin	PlayStation
16 August		
Australian Rugby League	EA	PC CD-ROM
Indian in the Cupboard	CIC Interactive	PC CD-ROM
23 August		
Euro PGA	EA	PC CD-ROM
Z	Warner interactive	PC CD-ROM
28 August		
Hyperblade	Activision	PC CD-ROM
30 August		
Dawn of Darkness	Ocean	PC CD-ROM
Powerplay Hockey	Virgin	Saturn/ PlayStation
Spacehulk VOTBA	EA	Saturn
Time Commando	EA	PC CD-ROM

EVENTS AND SOFTWARE RELEASES

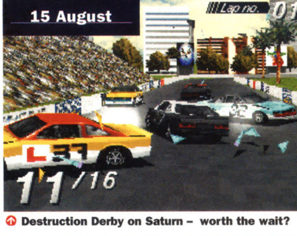
CHECKPOINT

EVENTS AND SOFTWARE RELEASES





GAME NAME	COMPANY	FORMAT
August (No set date)		
Alphastorm	Psygnosis	PlayStation
Casper	Interplay	Saturn/ PlayStation
Crumplezone	Gremlin	PlayStation
Cyberstorm	Sierra	PC CD-ROM
Deadlock	Warner Interactive	PC CD-ROM
Iron Man X/O	Acclaim	PC CD-ROM
Locus	GT	PC CD-ROM
Mortal Kombat 1&2 Combo	Acclaim	PC CD-ROM
NFL Quarterback Club '97	Acclaim	Saturn/ PlayStation
Night of the Monsters	Acclaim	PC CD-ROM
Putty Squad	Acclaim	PC CD-ROM
Realms of the Haunting	Gremlin	PC CD-ROM
Quake	GT Interactive	PC CD-ROM
2 September		
Micro Machines 3	Codemasters	PlayStation
4 September		
DarkStalkers	Virgin	PlayStation
Elder Scrolls: Daggerfall	Virgin	PC CD-ROM
Mechwarrior 2: Mercenaries	Activision	PC CD-ROM
Skeleton Warriors	Virgin	Saturn/ PlayStation
6 September		
Alien Trilogy	Acclaim	Saturn
Chronicles of the Sword	Psygnosis	PlayStation
Complicity	Virgin	Saturn/ PlayStation
Die Hard Trilogy	EA	Saturn/ PlayStation/ PC
Enemy Nations	CIC Interactive	PC CD-ROM
Hardline	Virgin	PC CD-ROM
More Bugs in Boxes	CIC Interactive	PC CD-ROM
The Simpsons – Cartoon Studio	EA	PC CD-ROM
On-Side	Telstar	PlayStation
Swagman	Core	Saturn/ PlayStation
Tilt	Virgin	Saturn/ PlayStation
9 September		
Aladdin	Virgin	PC CD-ROM
Lion King	Virgin	PC CD-ROM
10 September		
Monstrous City	Virgin	PlayStation
11 September		
Bust A Move 2: The Arcade	Acclaim	Saturn/ PlayStation
13 September		
Crusader: No Regret	EA	PC CD-ROM
Deep Space 9 Episode Guide	CIC Interactive	PC CD-ROM
Formula 1	Psygnosis	PlayStation
International SuperStar Soccer Deluxe	Konami	Mega Drive
Syndicate Wars	EA (Bullfrog)	PlayStation/ PC CD-ROM
19 September		
Legend of Thor	Sega	Saturn



Destruction Derby on Saturn – worth the wait?



Shareware Quake – At last you can play it!



Skeleton Warriors – an impressive platformer.



Thor – the legend continues on Sega Saturn.

WINNERS! WINNERS! WINNERS!

RESIDENT EVIL

We asked you to devise a great way to kill zombies, and we get some shocking responses! But it was Richard Norman who made us laugh the most: "Yes, now you can be part of Britain's best computer mag team. Now in Surround Sound, so you can feel like you are really in between the amazing CVG talk. Hear Ed's voice from all four corners of your room, and marvel at their intelligent speech in the CVG 20 hour non-stop, uncut office chat. Available in all major retailers."
The picture was great too, Richard. Nice one.

GUARDIAN HEROES

Design your own sword! Before announcing the winner, a special mention must go to whoever submitted the 'actual size' AD VENIUS design. We now have it on the wall as decoration. But it is Martin Reed who hath claimed the coveted prize of a free *Guardian Heroes*, for ELEMENTUS – a sword which "summons elemental spirits to guard your character." Although he depicted everything in glorious HB, Martin's imagination and attention to detail stunned us all. Keep it up Martin, you may well have a future as a games designer.

DUKE NUKEM 3D

Must have struck a cord with the psycho masses out there, with our Design a *Duke Nukem* utility belt competition. Pretty much every single entry we received features X-rated accessories, but that's not why Andrew Palmer won at all. Here are some of his best accessories: "Turd in a Tin: Can be sprayed on the floor. Any other player who steps in it will leave an easy to follow trail."
"Laxatives: Although Duke uses the toilet to recharge, surely he can't always get it out. This should help him be the king of the s******s."

LORRA LORRA THANKS...

... To the HMV dojo, especially those whose undying fanaticism for CVG, and its readers, enables this section each month. And of course thanks to all the companies who supplied the complimentary games this month. We'd like to give away more – so keep 'em coming! As always, neither CVG or HMV cannot be held responsible for any changes to the release schedules. It's just not our fault OK!









SCORE ATTACK!! | BY SONIC TEAM | OUT SEPT | 1-2 PLAYERS

- PRICE TBA
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE
- STORAGE 1 CD
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HOLD EVERYTHING! Reading this review is essential to everyone interested in video games. Witness here the birth of an all-new game type – the Score Attack!



For months now, we've said *NiGHTS* is going to be brilliant. But what did we know? We hadn't played it properly. So we feel no shame in admitting to you that we were wrong. Brilliant is way too ordinary a word for *NiGHTS*. It's one of the most sensational video games EVER made! And we're saying that in a month when the two other greatest games on Earth have arrived. *Super Mario 64* redefines the boundaries of video games, *Quake* pushes escapist violence to the most vividly believable limits, but *NiGHTS'* contribution lies in its uniqueness. Sonic Team have disregarded all previous videogame rules and created a totally new game concept! Prepare to have your game-brain turned upside down!

THE EXHILARATING SENSATION OF FREE-FLIGHT!

For their first Saturn game, Sonic Team wanted a character that would outpace even their famous hedgehog. As Naoto Oshima, the designer of the Sonic character says, "You can't beat Sonic running on the ground, so that left flying and the search for a greater thrill from it!"

The result is a character with amazing freedom of movement. Even though NiGHTS is only steered about in a 2D fashion, the degree of control is staggering! So much so, that Sonic Team have created an analogue pad to more effectively play the game.

ANALOGUE CONTROL!

Although not crucial to the game, the analogue controller is no gimmick. The self-centring cup can be rolled and curled about with ease, more accurately and pleasantly steering NiGHTS about.The best way to describe its movement is like your eyeball, following NiGHTS around the screen. This should also give you a better idea of NiGHTS' 2D control. He can freely fly up, down, left and right, but can't be steered into the screen.



The A-pad turns the stiff control into pleasant rolling sensation.



Tight loops like this are simply impossible with the normal D-pad!



Pushing the pad fully in one direction increases NiGHTS' speed.



You'll be able to buy the game with or without the pad. We seriously recommend you get it WITH the pad, for tighter control and relief from the excruciating thumb-ache the normal D-pad causes.



Hitting the fire button powers NiGHTS forwards. You can smack enemies away with this.

Performing a full loop, creates a warp that sucks anything into it, including baddies.





When hovering, L and R twist NiGHTS left and right respectively.



Floating upwards, they wheel him both clockwise and anti-clockwise.

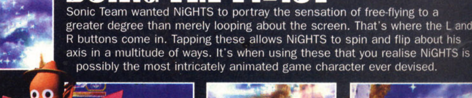


When in motion though, they really come into their own.

HE'S LIKE A RAG ON A STICK!

DOING THE TWIST

Sonic Team wanted NiGHTS to portray the sensation of free-flying to a greater degree than merely looping about the screen. That's where the L and R buttons come in. Tapping these allows NiGHTS to spin and flip about his axis in a multitude of ways. It's when using these that you realise NiGHTS is possibly the most intricately animated game character ever devised.



Flicking his leg up and curling him back.



Cupping his chest, he twirls about.



He even grabs his toes and tumbles.

PLOT! WOT!

There is a storyline to all this escapist madness, and it's as surreal as the gameplay! It follows two children, Elliot and Claris, from the town of Twin Seeds. Both are having trouble in real life, but when they sleep they dream of a mischievous character called NiGHTS. He has been imprisoned by the ruler of the Nightmare World, and can only fly free when joined by the kids. In return for their help, he flies around Nightopia searching for their Ideya – the strength to overcome their real-life problems – stolen by the Nightmarens. It sound like nonsense (and it is), but Sonic Team heavily researched the works of German psychologists, Jung and Holtz, to create this game.

What this breaks down to – in easy to swallow game chunks – is three dream levels for each kid, with a final level where they face the ruler of Nightmare – Wizeman!













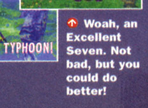




THE STUNT RIBBON!

When collected, this ribbon trails behind NiGHTS, and for twelve seconds you get a chance to perform as many stunts as possible, with a rating given at the end. Paul was overjoyed to be commended by the comment 'Nice One!', until he realised it meant he'd only done one stunt! Ed's record is a Magnificent Nine, Tom's got a Superb Ten, but the office record is a Dreamy Eleven! Not so amazing when you consider there are around 35 stunts possible! Anyway, the Stunt Ribbon gives us the perfect opportunity to show off how the L and R buttons twist NiGHTS about!





Woah, an Excellent Seven. Not bad, but you could do better!



Passing through these loops triggers the Stunt Ribbon.

THE BASIC GAME

With the play mechanics sorted out, it's time to face the game itself. Each dream level has four courses that have to be completed. These courses are like aerial race tracks. NiGHTS can't deviate from the route, but can move freely within them. Shown here are the course layouts for Elliot's first dream – Splash Garden. Each one is longer and harder than the last. Once you've completed one, you move straight onto the next.

A FOUR COURSE DREAM!

1. This hint shows the basic objectives to idiot gamers. And it serves as a good demonstration here!
2. This is where you start – NiGHTS' temple! Heading left is the way to go!






3. Collecting blue balls is your primary task You need twenty (indicated top left).
4. They have to be dropped off here. Once done, it explodes and you enter BONUS TIME!

5. Now clock up points – collecting balls, flying through loops etc.
6. Get back to NiGHTS' temple before the time's out. Your score is totalled, and your course rating shown.

EXCELLENT THING!!





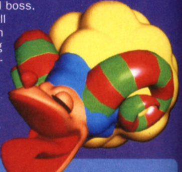
In Splash Garden there's a clock showing the real time! (if your Saturn is set correctly).

THE END? That's only the tip of the iceberg in what is one of the most devious games ever created! If you think the objective of *NiGHTS* is to finish the seven levels and see the end, you're sorely mistaken. Turn the page now and witness NiGHTS: The Real Game!

SCORE ATTACK – THE REAL GAME!

"We made it to take several hours to finish, because we want everyone to see the end. After that, you can still enjoy playing for hours by the 'score attack' function."

So say Sonic Team, almost nonchalantly, about *NiGHTS'* most important feature. This is where the spirit of *Sonic* is reborn. True *Sonic* fans know the games didn't end on the final boss. Breaking time completion records, gaining all the Chaos Emeralds, collecting every ring on each stage – this was what kept you coming back! And Sonic Team have evolved this fan-culture into recognised gameplay. Complete mastery and hi-score records are the only objective of *NiGHTS*!



Stop admiring the view and start taking notice of those score multipliers!

BONUS TIME!

From the name, you'd think this was just 'a bit extra' to occupy your remaining seconds. But Bonus Time is when you get to clock up all the big points. So drop off those twenty blue balls as quickly as possible and concentrate on the following areas!



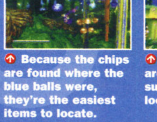




Collect Chips

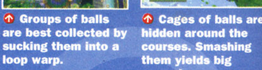
Once into Bonus Time, all the blue balls turn into gold balls known as chips. Collecting these is the most obvious way to earn big points.











Because the chips are found where the blue balls were, they're the easiest items to locate.

Groups of balls are best collected by sucking them into a loop warp.

Cages of balls are hidden around the courses. Smashing them yields big rewards.

Stars

They exist for no other reason than points scoring! Grab these at every opportunity.





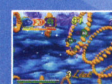


Stars aren't essential to complete the game. So you may overlook them. But they make essential fillers when making long links.

Rings

On every course there are tunnels of rings, which often guide you through the best route. Passing through these adds to your score like everything else. Each ring passed through, causes a consecutively higher-pitched sound to ring out, until you miss one. Pleasant, but it also creates an incentive to make 'links' of these rings. And that's when the big revelation of Score Attack becomes apparent! LINKS!







THOSE MEDDLING KIDS!

The kids are only controlled on two occasions – at the beginning of each level, when you guide them to NiGHTS. Secondly, when time runs out they separate from NiGHTS, and you have to collect the balls on foot and find NiGHTS again. The kids have full 3D freedom to wander the entirety of every dream level, but they are SLOOOOW. At first their importance seems minimal, as if Sonic Team put them in with no real purpose. As if they would!!



Instead of going straight to him, you can wander off collecting balls first.

Following the arrow at the start, leads the kids to NiGHTS.

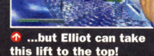


Some are only available to the kids. Such as these in the igloos!





NiGHTS has to fly up this tower...



...but Elliot can take this lift to the top!



When time runs out NiGHTS dumps the kids!

RUN AWAY!

If the alarm clock catches them, they wake!

LINKING – THE KEY TO HI-SCORES!

It's not just chains of rings that link together – everything can! Collecting balls in a row, stars in a row, balls and then stars and then rings in a row! What's more, as your link increases, so it acts as a score multiplier, making links the most vital Score Attack technique! We've discovered that on some courses, complete links are possible – meaning you can go around the course again and again, making immense links! The highest we've seen is a 114 link! It's yet another competitive element of NiGHTS – first stunt chains, now longest links!



The number of links is indicated at the bottom of the screen. As it increases, so it changes colour.



One slight gap in your link and the indicator starts to fade. Make that link to pull it back. For spectators, watching the indicator alone is thrilling enough!



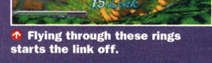
This pod is totally link-related. Once collected, you have to maintain a link to open it...



...revealing a mass of score bonuses!

EXAMPLE: A COMPLETE LINK IN ACTION!





Flying through these rings starts the link off.



Now circle these balls, meanwhile collecting the stars.



That reveals more balls! Circle them again and accelerate away!



The balls drag after NiGHTS, keeping up the link.



Hit this bouncy roof, grabbing the link-pod, as NiGHTS is thrown.

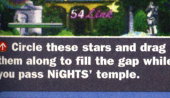


Pass through these rings and hit that bumper...



...which catapults NiGHTS through these rings.





Circle these stars and drag them along to fill the gap while you pass NiGHTS' temple.



And you're back at the start! 43 seconds left – break that link record!



EXCELLENT THING!!

On Mystic Forest you can guide this car to its garage for loads of points!

REPLAY!

As in a racing game, once you've completed a level you get a replay of your actions, played back from really cooool angles!

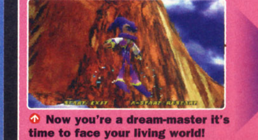












Now you're a dream-master it's time to face your living world!


THE WORLDS OF NiGHTS!

Seven levels may not seem like much, and in a normal game they wouldn't be. However, in *NiGHTS* they are more than just stages – they are dream worlds! Sonic Team have designed *NiGHTS* so that you don't merely move from one level to the next. You can choose your favourite dream world and play that. Once completed, it's game over! It's more akin to selecting a race course in a driving game, than working your way through a platformer. What's more, there's more incentive to return, than just beating your hi-score. You need to nurture each of the dreams.


FINAL STAGE

SPRING VALLEY

Each world has it's own A-Life. Anyone playing can affect it. So beware who you let play!

STICK CANYON

FROZEN BELL


MYSTIC FOREST


SOFT MUSEUM


SPLASH GARDEN

A-LIVING GAME!

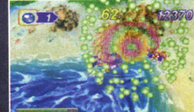
No joke, *NiGHTS* is a living game! Sonic Team have incorporated what they call A-(for Artificial) Life into the game. Each of the dream worlds is inhabited by creatures called Nightopians. These coneheads are actually programmed with emotion parameters, allowing them to be happy, sad or angry. This isn't randomly-generated, but affected by their surroundings. If NiGHTS doesn't harm the creatures, they relax– fishing, painting or sweeping. If he kills them (you can suck them into a paraloop, whereupon they squeal horribly), they start to fear him and run away. If he treats them well – hatching their eggs – they play him tunes, mimmick him, follow him. And yes, they really do breed, increasing the numbers of Nightopians on each level! The final level excluded, this gives you six fully-developing environments saved inside your Saturn. And you dare to label them as mere 'levels'.


There! See! Little eggs. Just fly over and tap them.


Out pop baby nightopians. Delicious between two slices of bread!


The little fella is playing his flute – you can see the notes, look.


Loads of the little brats. Come on breed or I'll kill the lotta ya!


Haha, squeal you little turds. You're toast!

WEIRD HAPPENINGS!

Sonic Team have claimed the A-Life may cause weird things to happen, which even they had not conceived of. Well how about this – we hatched a Nightmaren from a horrible green and yellow egg! When you hit the baddies about, they bounce about, eventually coming to rest. Should a Nightopian then touch it, they become contaminated and lay mutant Nightmaren off-spring. They truly are disgusting to look at!



A selection of freaks for your curiosity. DISGUSTING!

EXCELLENT THING!!


In Stick Canyon, NiGHTS passes through a beam that magnetises everything to his body. Drag the cluster to the scales for big points.

LIVING SOUND!



NiGHTS is full of amazing features, but easily the most incredible is the sound. It is truly unlike anything we've witnessed before. All the tunes (created by Sonic Team maestro – Tetsu Katano) have that distinct Sonic flavour, sounding much like those of *Sonic CD* – initially. Sonic Team have invented a system called Cybersound that is tied into the A-Life. Each time you play a level, the Saturn sound chip randomly remixes the tunes. We can't emphasise how phenomenal this is. At first, new instruments are blended over the tunes, but before long the tracks are almost completely unrecognisable – new sections have been added, all the instruments have been changed – but it ALWAYS sounds superb! We've yet to find the continuous remixing reaching any limit. This IS the best videogame sound ever – FACT!



↑ The in-game music is played off the Saturn sound chip, mutating with each play.



↑ Music for the boss levels is taken off the CD. It's brilliant, but doesn't change.



↑ The are two replay tunes. One for a record-breaker and one for a normal score.

BOSS-A-NOVA!

At first the bosses in *NiGHTS* seem incredibly easy. But that's when you first play the game to complete it. Once you play for hi-scores, they're infuriating! The time remaining from your boss encounter, is turned into a score multiplier. Beat them with a hundred seconds left and you get your score doubled (x2.0). Beat them with 10 seconds left and you get hardly anything (x1.1). What's more, your boss performance can effect your overall rating for that stage, pushing you up to an A or dropping you to a D. Never before have bosses been speed tests too!

















DREAM FOR TWO!

Once you beat Reala, a versus option is opened up, allowing a second player to control him in a split-screen flying dog-fight. It's mildly diverting as you try to loop-attack each other, but overall quite dull We think Sonic Team could have made much more of this bit – stunt ribbon challenges or link races. Sigh.



COMMENT

Just when I thought score-based games were dead, *NiGHTS* revived those 'old time' thrills in a major way. Of course I wouldn't have devoted long hours finding this out if *NiGHTS* weren't such a revolutionary experience from the Sonic Team. On the surface, yes it is possible to see everything in a couple of days. Less if you're dedicated. But as soon as you start chasing those impossible links, and revelling in yet another dreamy remix of the best video game music ever, EVER, you'll wonder what you ever did with your life without this game. To say I'm hooked doesn't do the thrill justice. *NiGHTS* is like hanging onto a favourite recurring dream: when you're deep into it, you don't want out!

PAUL DAVIES

COMMENT

Like Tom, I'm a massive Sonic fan, so the style of *NiGHTS* appeals to me, but I wasn't as instantly impressed as he was. I finished the game in a few hours, and while I enjoyed it, there didn't seem to be a lot to do other than collecting balls and flying to the right. But playing it again I realised the lasting value – racking up massive scores, finding hidden bonuses, mastering the stunt ribbon, getting complete links – and then I discovered the magic of A-Life! Breeding a completely new creature and having it live in your level forever is such an amazing idea! This game is pure magic!

ED LOMAS

REVIEWER

Sonic Team haven't let me down! *NIGHTS* is *the perfect evolution* of the Sonic game. The high-speed looping gameplay, enhanced by the freedom and power of flight, is more captivating than ever! The incredibly animated character, fantastic worlds and sound, create a hypnotically magical atmosphere. Completing it is easy, but that's not the objective. After initially hanging on for dear life, you suddenly become aware of the razor-tuned gameplay within, goading you to be the best. It's all about rewards. That's why the A-Life is fascinating. Developing your own worlds, breeding your own creatures (monsters if you want) is chilling. Each game should come with adoption papers! And the ever-mutating music is as amazing as it sounds – it IS the best! People judge games by technical merit, as such *NiGHTS* won't be acclaimed as the greatest. It has too many graphical shortcomings. But beneath the surface it's doing things never done before. *NiGHTS* has provided me with the most enjoyment of all the games this month. It's my favourite game, and you HAVE to play it!

TOM GUISE



Exhilarating gameplay like nothing before. And touches of genius that make it a real magical game. As high a five as you can get!





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Never, NEVER go on holiday with Bruce Willis. Terrorists stick to this man like flies to poo!

DIE HARD TRILOGY

Few action movies have succeeded in spawning a series of superb sequels. Star Wars and Raiders of the Lost Ark are probably the most famous, with Terminator and Alien (excluding the dreadful Alien 3) following close behind. And then there's the totally superb Die Hard. The original Die Hard film is responsible for more spin-offs than just its own sequels. In fact, it invented the whole everyday-joe-stuck-in-lethal-terrorist-situation-with-trousers-down genre, subsequently keeping Steven Seagal, Wesley Snipes and Keanu Reeves in healthy employment. But we're not concerned with those lesser clones (otherwise we'd be looking at a game called Die Hard and Friends). Nope, what concerns us is the three Die Hard movies. Following the massive success of *Alien Trilogy*, Probe have turned their roving film-license-exploiting eye to *Die Hard Trilogy*. It's multiple Bruce Willis' in a Yippie Kie Yay overload. Or something.

DIE HARDCORE!

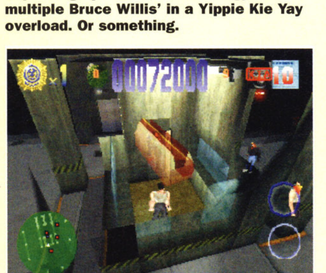
Unlike *Alien Trilogy*, this Die Hard license doesn't pack all three films into one continuous game. If that was the case, Bruce would be jetting across the expanse of America, battling East European terrorists in his bare-feet! Instead, it's split into three distinctly separate games, each one concentrating on bringing home the best flavour of its respective film. First stop – Nakatomi Plaza!











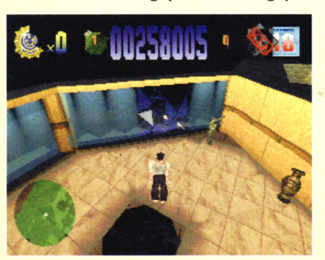
One neat feature of the first game is the 'fading walls technique'. So the scenery doesn't block your view, as you steer Bruce around the various corridors, the foreground walls subtly fade away. It's much appreciated when you're playing, but to a casual observer it looks like the graphics are screwing up!

DIE HARD

The first and best of the films has spawned a semi-overhead 3D blast 'em up. Controlling John McClane on (bare) foot, you have to work your up through 19 storeys of the Nakatomi Plaza, starting in the basement car park. The objectives are simple enough – shoot all bad guys and rescue all hostages, then move onto the next storey. On first impressions, this game doesn't seem so great. The tasks seem too repetitive and simple, and actually avoiding enemy fire proves frustrating. However, after a few go's, it develops into a much more enjoyable affair. Learning to tactically avoid the bad guys, strategically picking up power-ups and conserving firepower creates an atmosphere not so far removed from the film's. Even the graphics – which initially seem too chunky and unappealing – get better as you progress to higher, more intricate levels. Good solid fun.



Food can be collected for much needed health. Look it's a hotdog. Yum yum.



Once inside the main building, things get a lot tougher. Expect to make your own escape route.



Big weaponry is available – machine-guns, explosive shotguns, stun grenades etc. This all adds to plenty of scenery destruction. You can even blow up cars, setting off neat touches like the sprinklers going off.

REVIEW

DIE HARD 2: DIE HARDER

The second film's Washington airport hijack scene has spawned a *Virtua Cop*-style gun game. Compatible with the PlayStation light-gun too! The similarities with *Virtua Cop* are quite outrageous in places. The circular targets appearing over primary targets, for example. However, *Die Harder* has merits of its own, that prevent it being just an uninspired rip-off. Such as being able to pan the view around an area slightly larger than the screen. Also, as with the rest of this trilogy, the over-the-top gore factor is highly entertaining. You can torch people, explode them (neatly filleting the skeleton) or just pop loads of shots into them, spraying fleshy wads everywhere. This extends to the nature of the game too. Unlike *Virtua Cop*, you don't get penalised for shooting innocent people (good thing too, cos it's fun). If you don't murder citizens though, you get rewarded with a Good Cop Bonus, which gives you an extra section of destruction, yielding 'permanently' acquired weaponry. With the gun, this is highly entertaining (and reasonably fills that 'we want *Virtua Cop* on PS' gap). However, if you haven't got the gun (which is more likely), it's all quite frustrating, although still bearable.





Easily the best feature of *Die Harder* is the scenery destruction. You can destroy near enough anything. Look at those bullet holes everywhere!



Plenty of high-powered weaponry is up for grabs. The amount of carnage you can cause is impressive.



New York is packed with people who just get in your way. Don't worry though, you can just run 'em down, popping them like Ribena berries.



The levels alternate between Central Park and the city streets. The park is more fun, as you just race anywhere.



Collecting a special icon calls on the ambulance, which ploughs cars out of your way. Hur hur.



DIE HARD 3: DIE HARD WITH A VENGEANCE

The final game picks up on the latest film's racing-through-New-York-in-a-car scenario. It's also the most impressive game of the pack. Following a red arrow on your radar, you have to reach various bombs dotted around the city before each one's time limit runs out, wiping out the Big Apple. The concept is THAT simple, but the way it's been executed makes it really good fun. The graphics are gritty, but smooth, as you smash your car around the city with immense freedom. It's like stock car racing! The explosions, when you detonate the bombs, are very impressive. All the more amusing when people and pigeons get caught in the blast, flipping their flame-broiled bodies into the air. Also, the time-limits have been fine-tuned to add some genuine nail-biting tension to the proceedings. Sometimes, you're down to your last seconds and only following a line of 'extra time' icons perfectly, keeps you alive! Plus, to spice up events, sometimes the bomb is hidden in a car which you have to chase, smashing into pieces!

Woo, better out than in!





Sometimes the only way to reach a bomb in time is to collect a LAUNCH icon, sending you flying over road-blocks and ponds. Gnnnn!



You can actually stop at car lots and pick up other vehicles. As with everything else in the game, it's all done at brake-neck speed. You just plough into other car and you're off!

REVIEWER

That fact that *Die Hard Trilogy* is three distinct game-types, and doesn't just follow the already-proven *Alien Trilogy* formula, shows that some consideration has gone into capturing the flavour of the films. Although none of the games would actually stand alone as a quality title (they're just too simple), together they make a highly entertaining package. The first game, although initially annoying, turns into quite a tactical maze game, with ever-increasing tension as you get closer to death. The second game is also an impressive gun game – but it only shines if you have the gun. And *Die Hard 3* is just mad-cap edge-of-the-seat fun. For PlayStation games, I don't think they look THAT great (the third game is the best-looking). But on face value, this is just a highly entertaining action game. If that's what you want, you won't be disappointed. TOM GUISE

RATING






A good fun gaming trio that captures the atmosphere of the movies more than adequately. Action-a-go-go!







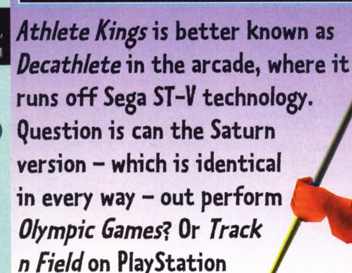
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Athlete Kings is better known as *Decathlete* in the arcade, where it runs off Sega ST-V technology. Question is can the Saturn version – which is identical in every way – out perform *Olympic Games*? Or *Track n Field* on PlayStation for that matter?





ATHLETE KINGS





















Assuming that you're languishing in some kind of Olympic frenzy at the moment, Sega may well have the perfect supplement. In athletic video game tradition, the control is essentially very basic – button hammering in case you hadn't guessed – though Sega introduce a couple of interesting elements to the formula. Once you learn that AM3 have assisted the project, a couple of control innovations is the very least we could expect. The team who enabled the spectacular Sega Rally visuals on Model 2 have managed to turn around some super sharp 3D for *Athlete King*. So, what might appear as just another sports sim is really worth chasing after all.

PLEASE SELECT...

Two players may compete in whichever gameplay mode is chosen. Strangely though, *Athlete Kings* is just as enjoyable when one player goes up against the computer, as the game's arcade heritage lends it more addictive qualities. This is largely due to the variety of control methods available to master.





One thing the time settings add is a touch of atmosphere.

DUSK TILL DAWN

Each time an attempt is made at an event, the time of day changes. It's a cool idea, though it doesn't alter the gameplay – except to make whoever is doing the High Jump at dusk feel inferior to the player who managed five meters at noon!

POLE VAULT

PRO









1. Gather speed by tapping A or C.
2. At the line, press and hold B to lower the pole.
3. Release the B button.
4. Hit the B button as the power reaches the top.
5. As the athlete begins to push over the bar, hammer B for more lift.







HIT THE GROUND RUNNING

In addition to the arcade version of *Decathlete*, *Athlete Kings* on Saturn offers two unique game modes. The events are the same, only the order of approach is changed.

SIMULATION

Qualify in the first five events – 100 Meter Dash, Long Jump, Shot Put, High Jump, and 400 Meter Race – to progress onto the next five.

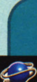
TRAINING

What to do when clearing the hurdles is a problem? Easy – practice your technique!





INTERMEDIATE







100-METER DASH

With teeth biting lip, hammer extremely fast and hard on the A or C button.





EASY

LONG JUMP





1. Tap A or C fast as you can.

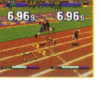
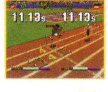
2. Press and hold B at the line to set the angle for take off.

3. Just before landing, tap B again to push out with the legs.

EASY

110-METER HURDLES

1. Tap A or C for speed, once again.
2. But leave one finger free to time the jumps using B.
3. The longer you keep B pressed, the higher the jump.

INTERMEDIATE

SHOT PUT

1. A Power Meter rises and falls rapidly. Press B to catch the line at its peak...
2. Keep the pressure on B until the correct angle is set, then release.




EASY

1500-METER RACE

1. Keep tapping A or C to maintain speed.
2. As with the 400-meter race, keep the stamina up throughout.
3. Try running in front of the other runners, who clumsily bash your runner ahead!



INTERMEDIATE

JAVELIN

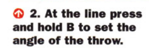


1. Use A or C to gather speed for the run up.




2. At the line press and hold B to set the angle of the throw.

EASY



DISCUS




1. Rotate the pad to generate enough 'wellie' for the throw.
2. Tap the B button to stop spinning.
3. Keep the B button pressed to set the angle, then release.

PRO

HIGH JUMP

1. Sprint toward the bar by tapping A or C.
2. At the bar press and hold B to set the angle.
3. Once in the air tap Down on the pad to raise the legs.





INTERMEDIATE

REVIEWER

What you see within the first half hour of play here accounts for everything; with extended time being spent getting the most out of the athletes. Something similar could be said about most fighting games, except fighters have many complex moves and tactics which require months to perfect. A game which employs such simple techniques is nowhere near as rewarding. Of course the competitive element could make all the difference, except Athlete King only supports two players. Perfectly understandable in the arcade, but a little disappointing for a home game. The 3D engine is extremely slick and, for the most part, solid. A few glitches here and there is all (though watching someone's head flicker on and off is pretty disturbing!) *Athlete Kings* is definitely a classier title than *Olympic Games*, but on balance has less to offer in terms of replay value.

PAUL DAVIES

400 METER RACE



1. Tap A or C at an even rate to maintain an even pace...
2. ... reason being that there is a stamina bar to manage.
3. Reserve energy until the final straight!

RATING






Slick, professional, arcade action with the Sega pedigree. But stunted in comparison to their 'bigger' coin-op conversions.



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id Software's *Doom* defined the 3D action game, and was rewarded with massive success. Now, its son comes to do the same! Bow before *Quake*!

QUAKE

When the first playable test *Quake* levels were made available in February – the *QTEST* – the PC world went crazy. Finally, after another five months of waiting, the first episode has been released as shareware and the whole world looks set to explode with excitement as the true successor to *Doom* arrives. This version is available just about everywhere on the internet for free, and features a total of eight levels – six regular, one secret, and one for the boss. Shareware *Doom* is installed on millions of machines the world over, and *Quake* is going to be just as big. Want to know why? Just read about episode one, then turn the page for the complete nightmare!



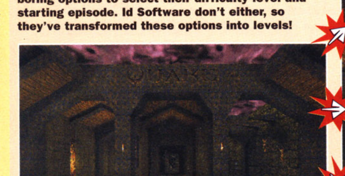
The Knights grab their bleeding necks!



Quad Damage sorts out the evil Fiends!

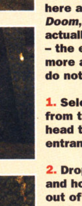
WE DON'T NEED NO STINKIN MENUS!

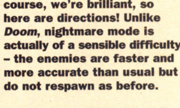
One thing that hardcore 3D shooting fans don't want to do when they turn on Quake is fiddle with boring options to select their difficulty level and starting episode. Id Software don't either, so they've transformed these options into levels!

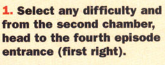


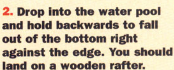


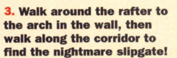
This is your starting room – left for easy, middle for normal and right for hard!











THE SECRET NIGHTMARE MODE!

Nightmare mode is hidden in *Quake*, so it takes a good player to even select it! Of course, we're brilliant, so here are directions! Unlike *Doom*, nightmare mode is actually of a sensible difficulty – the enemies are faster and more accurate than usual but do not respawn as before.

1. Select any difficulty and from the second chamber, head to the fourth episode entrance (first right).

2. Drop into the water pool and hold backwards to fall out of the bottom right against the edge. You should land on a wooden rafter.

3. Walk around the rafter to the arch in the wall, then walk along the corridor to find the nightmare slipgate!



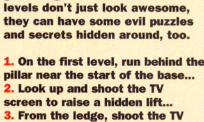
BOSSTIME!

After fighting through the six main levels of shareware *Quake*, and the secret level if you're good enough, you'll come to this stage – House of Chthon. It may look like an empty room with a lava pit in the middle, but when inspected, a massive beast stands up from the lava! It then throws chunks of exploding rock at you with incredible accuracy! He can't be harmed with normal weapons, instead he must be destroyed by lowering pillars on either side of him, then treading on a touchplate to activate a lightning bolt through his head! That's actually a lot easier to do than you may think.





The terrible Chthon roars as he's awakened, then attacks with exploding lava! Electrocute him three times to finish the episode.



HEY. OVER HERE!

The level designers at id Software are a fiendish bunch, and *Quake*'s levels are the best they've ever come up with. The amazing 3D game engine means that the levels don't just look awesome, they can have some evil puzzles and secrets hidden around, too.

1. On the first level, run behind the pillar near the start of the base...
2. Look up and shoot the TV screen to raise a hidden lift...
3. From the ledge, shoot the TV screen on the right to open a hidden door...
4. Where you'll find the Quad Damage power-up! Go explode some dogs!













BLOODGARGLER RODE CHUNK-MASHER S ROCKET

Shareware *Quake* has already taken off on the internet, big time! *Quake* servers all over the world are now set up and waiting for your call! Unlike *Doom*, it's possible to join in to running games, then exit whenever you feel like it, meaning that you can have a quick 16 player deathmatch during your lunch break! After only a few goes on the net, you'll start to recognise regular players, making both friends and arch enemies at the same time!





Here, two players have an axe battle right in front of us while another player tries to get three frags at the same time by firing a rocket into the bundle!



Running around the corner, you stumble upon two players having a shootout – BLAM! One of them destroys the other with a rocket!

SCRAP! SCRAP! SCRAP! SCRAP!

The advanced artificial intelligence of the enemies means that they won't stand for mistakes by others. If one monster gets hit by another, they'll normally ignore the player and go for personal revenge, even if it means jumping from bridge to bridge – something we've seen happen before!

1. Here, a Fiend gets in the way of a Shambler's lightning bolt...
2. The Fiend jumps for the Shambler...
3. And bashes away at it with his claws...
4. But in the end the Shambler wins, and the Fiend is pounded into the floor! Wow!

ACCESS THE SECRET LEVEL – ZIGGURAT S VERTIGO!

1. Play through level 4 until you reach the room with the touchplate triggers.
2. Press them all and hit the switches on either side.
3. Go back to the main water section, and swim up the newly-opened cave.
4. Go round behind the secret slipgate and walk through from behind!



The secret level is very strange – the gravity is really low, making it play as though you're in space! It's also great fun for deathmatches!

A big stone pyramid!

REVIEWER

This is the game I've been waiting for! Ever since I got *Doom* I've been looking for something with the same quality level design, imaginative enemies and fast, destructive gameplay. And here it is. It's obvious that id have spent ages on this; adding incredible light-sourcing effects to the awesome levels to make the game one of the best-looking on any system; having Trent Reznor do the excellent atmospheric background sounds and cool ambient "music"; designing some of the best levels ever seen; perfecting the movement and inertia of the players – getting just about everything perfect! The one-player game works brilliantly, but it's the multi-player mode where the fun is multiplied by hundreds! The shareware version may only be eight main levels, but there's enough in it to keep many people playing forever, while teasing everyone else just the right amount to make them get the awesome full game. There really is no way I can recommend this as much as I want to, other than saying it's the best PC title EVER, and the most enjoyable action game around. And how many video games can you name which will literally last forever?

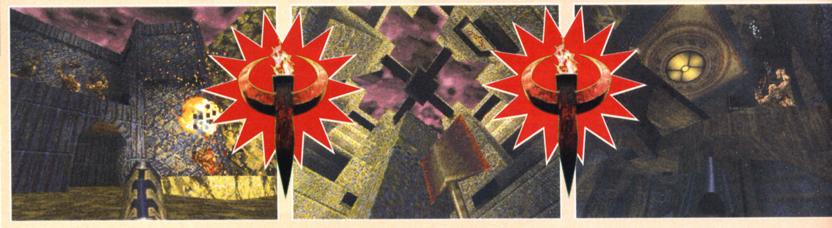
ED LOMAS





By far the best PC game available, and one of the most important video games ever. It sets new standards in every area.

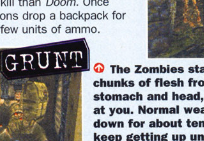
THE HORROR CONTINUES IN THE FINAL THREE CHAPTERS OF QUAKE!



BATTLE BEASTS!

The monsters in *Quake* have all got more advanced artificial intelligence than any other 3D shooter, meaning that they take more cunning to kill than *Doom*. Once destroyed, those carrying weapons drop a backpack for you to collect which contains a few units of ammo.

GRUNT

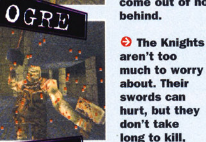


Almost identical to the players, only with horrible mangled zombie faces! Only take a couple of hits from even the weakest weapons.

ROTTWEILER

Normally hang around gangs of Grunts, then jump at your face! As weak as they come, but very fast and quite scary. Sometimes.

OGRE



These guys throw grenades from the other side of the room, and use a chainsaw when they get close. They can cause a lot of damage, and take quite a lot of hits before going down.

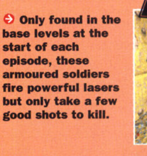
FIEND

These started off in the *QTEST* as big Demons, but are now much smaller – just bigger than the Rottweilers. They are very, very fast, and jump for your head from large distances. In close, they swipe with their single-claw fists to try and punch your head off!

ZOMBIE

The Zombies stagger around pulling chunks of flesh from their buttocks, stomach and head, then throwing them at you. Normal weapons will take them down for about ten seconds, but they'll keep getting up unless you gib them with a rocket or grenade!

SCRAG



The *QTEST* Wizards now float around firing green snot trails from above. They don't take much to kill, but often come out of nowhere to attack from behind.

KNIGHT



The Knights aren't too much to worry about. Their swords can hurt, but they don't take long to kill, even though they patrol in big groups.

SHAMBLER

The massive white yetis jog about, launching lightning bolts from their hands. When they get close, they use their huge claws to pound you in the head. They take LOADS of hits to kill and can cause instant death with a direct hit. Very nasty!

DEMONS FROM THE GUTS OF SATAN!

While you may think that the enemies introduced in episode one were tough, wait until you get further into the game and meet these guys!

VORE

These disgusting creatures first appear at the end of episode two, crawling around like three-legged spiders. They fire magic spikes which home in on players!

ENFORCER

Only found in the base levels at the start of each episode, these armoured soldiers fire powerful lasers but only take a few good shots to kill.

SPAWN



Blobby lumps of blue goo which bounce all the room very quickly, off the walls and the ceiling only to pound you in the face! When destroyed they puff up and explode!

DEATH KNIGHT

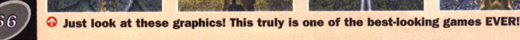
Like the regular Knights, these have got a long sword for close up attacks, but can also fire an arc of magic sparkles from the other side of the room!

ROTFISH

Only found in the water, in case you hadn't guessed. These disgusting fish swim up to you and gnaw away at your flesh, slowing your progress down – and that can mean drowning!







Just look at these graphics! This truly is one of the best-looking games EVER!



DOWN TO THE DEPTHS OF HELL!

After the shareware episode Dimension of the Doomed come three more, each with their own radically different style. Each episode starts in a space base before moving on to the "proper" levels where the aim is to work through until you discover the powerful Rune at the end. Once all four are collected, their power combines to blow open a new section revealing the slip-gate to – SHUB-NIGGURATH'S PIT!



DEATHMATCH

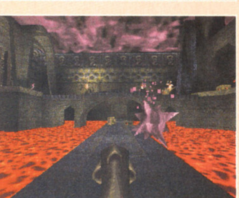
As well as the three real episodes, id Software have created some of the best Deathmatch-specific levels ever! Each one has its own theme, from loads of teleporters, to giant levels, back to tiny arenas for just two players, and even modified versions of the original three *QTEST* maps are included! These are the levels to play to enjoy multiplayer *Quake* to the max!

THE REALM OF BLACK MAGIC



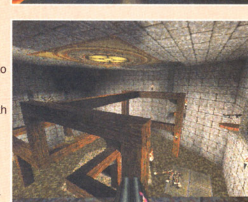
This episode is pure evil! During the first episode, players get to learn how to defeat different species of enemies, but never this many at once before! Set in and around evil fortresses, players need to find a way inside first – sometimes through the front door, and other times by sneaking in via a moat! There are plenty of traps and puzzles to solve, but most of the time is spent hunting around for ammo and health to take on the hundreds of monsters!

THE NETHERWORLD

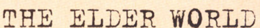


A very clever episode indeed. After the mass carnage of episode two, it's nice to see the enemy count drop slightly, but that doesn't mean that this is any easier to complete! Loads of tricky trap sections need to be negotiated and deadly lava needs to be avoided in order to get through these levels. Level five of this episode – The Wind Tunnels – is one of the most fun in the game, as the player gets sucked and blown along a series of giant pipes as they try to find a way out!

THE ELDER WORLD



Total confusion! This episode plays tricks with your mind, as things often aren't as they seem to begin with. For example, you may see a pool of water with a key on the other side, but jump in and you fall straight out the bottom into a pit with a Shambler! Sections of the episode are almost impossibly dark, and there are some terrifying moments with well-placed monsters. But work your way through to get the final Rune and only Shub-Niggurath awaits!



OBJECTS OF POWER!

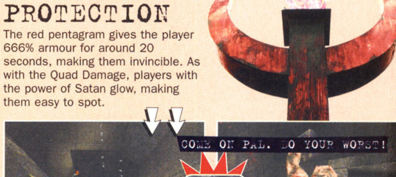
QUAD DAMAGE

The blue *Quake* symbol powers all of your weapons up so that they do four times as much damage as usual, meaning that most regular enemies can be gibbed with a single shotgun blast! It's easy to spot a player with Quad Damage – they glow, lighting up all the walls around them!



PENTAGRAM OF PROTECTION

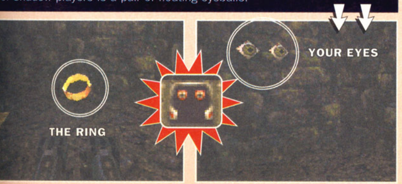
The red pentagram gives the player 666% armour for around 20 seconds, making them invincible. As with the Quad Damage, players with the power of Satan glow, making them easy to spot.





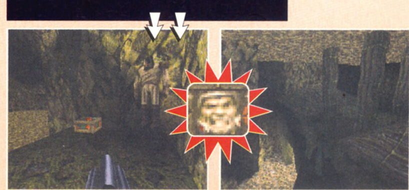
RING OF SHADOWS

The Ring of Shadows is rare in the early part of the game. It makes players invisible and therefore difficult to spot. It's just as effective against the computer enemies, as they have difficulty aiming properly. It would be unfair to make a player totally invisible, so all that can be seen of Shadow players is a pair of floating eyeballs!



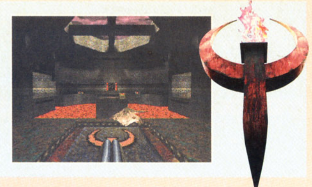
BIOSUIT

The biosuit enables players to survive underwater for longer than usual, as well as making it possible to swim in poisonous slime.



THE GUN GALLERY!

It's important for a game like *Quake* to have a good selection of well-balanced weapons. Thankfully, id Software knew this and gave the player an excellent arsenal of guns to play with!



ROCKET LAUNCHER

This fires a rocket straight forward at very high speeds, doing loads of damage to whatever it hits. Absolutely useless at close range, but one of the most valuable weapons against distant enemies and Deathmatch opponents.



AXE

Usually used as the last-ditch weapon when totally out of ammo, but does more damage than you might expect. It's especially good fun when using the Quad Damage power-up.





SUPER SHOTGUN

Fires slower than the regular shotgun, and uses two shells per shot, but is still very handy. A direct shot close to an enemy does masses of damage, and from long-range it has a large damage area.





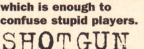
GRENADE LAUNCHER

Fires a grenade at a time which can be bounced off walls and around corners, or aimed directly at enemies to explode on impact!



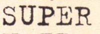
NAIL GUN

The nail gun fires two lines of rapid nails but isn't as powerful as the other weapons. Also, the view shakes around quite a bit when it's being shot, which is enough to confuse stupid players.



SHOTGUN

The standard weapon which fires at a reasonable rate, but isn't any use against big enemies. Should be upgraded as soon as possible.



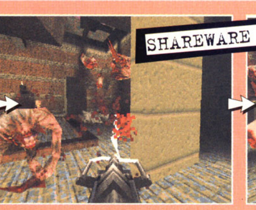
SUPER NAIL GUN

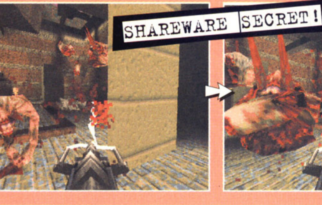
Much like the regular nail gun, only the nails are fired in a more concentrated stream and at a much higher rate. Can wipe out some enemies in under a second.



THUNDERBOLT

Only available in the shareware version by cheating or by using the "Registered 1" command in Deathmatch mode. In the later episodes, it's just about everywhere! It's also really powerful, but shouldn't be used when you're in the water – you'll fry everything in there, including yourself!





SHAREWARE SECRET!



I'D LIKE A PIECE OF MEAT!

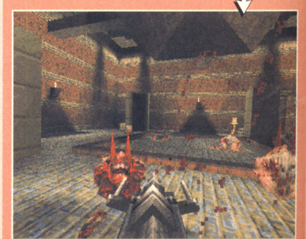
Like *Doom* before it, *Quake* is filled with blood and violence. When hit, chunks of flesh fly off enemies, blood flies around the room, and screams ring around the dungeons. If weakened enemies are destroyed with a powerful attack, they are often gibbed – that is, blown into chunks of innards, limbs and a head which then bounce off walls with a trail of blood behind!



KER-SPLAT! MAAAAH HA HAAA!

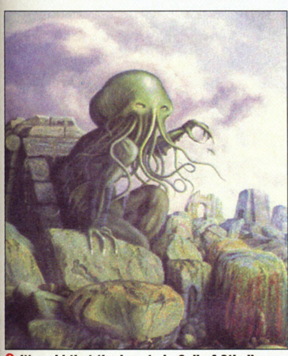






CALLING CTHULHU!

Does the name Shub-Niggurath ring a bell? It's probably because of *Quake*'s roots in the Cthulhu mythos created by HP Lovecraft. Many of the creatures and level names in the game are from the popular horror writings, but where's the link? The answer lies in Sandy Peterson – creator of the Call of Cthulhu Role Playing Game and one of id Software's premier designers.



It's said that the beasts in Call of Cthulhu are so hideous that people go insane just at the sight of them! We've seen the final guardian – Shub-Niggurath – and now walk around with buckets down our trousers! That's the truth!

MULTI-PLAYER MALARKEY AHOY!

3D shooting games like *Doom* and *Quake* are always ten times better with two players than one, and the fun levels go through the roof with any more players! In fact, setting up a two player game isn't as hard as you may think – just go to any decent PC shop and buy a serial cable (otherwise known as a null-modem) for about £7. Then get a friend to lug his/her PC to your house and stay up all night playing Deathmatches! It's well worth the slight hassle!



DEATHMATCH

The Deathmatch Mode is similar to *Doom*'s – each player for him/herself, running around a level shooting everyone else for Frags (the technical term for kills). An option new to *Quake* is Team Deathmatch, whereby one bunch of players gangs up on another bunch, making for a real blood bath! Deathmatch is the real man's way to play games, and it leads to some great quotes being screamed at one another in the heat of battle – Rad Automatic's "I'd like a piece of meat!", said in Arthur Lowe's Mr Noisy voice is the current office favourite!

CO-OPERATIVE

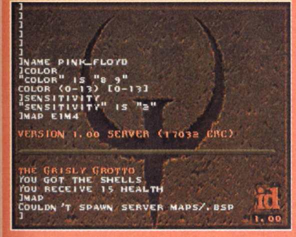
Co-operative Mode is something that's often overlooked in 3D games, but can be as much fun as Deathmatch! The players work together as a team to get through the levels, helping each other through traps and letting the rubbish player collect all the health. Otherwise, they end up getting in an argument then shoot each other repeatedly.



Playing in Co-operative Mode makes some sections much easier, as dying doesn't reset the level totally. Also, big monsters are easier to take out with more than one player. Here's a rare sight, a Shambler head not attached to its body! We did this by accidentally telefragging it!

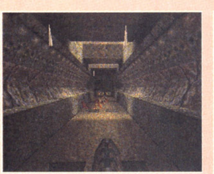
CONSOLE YOURSELF

Every option in *Quake* can be controlled from the console. It's sort of a special version of DOS which can be called up at any time during the game, enabling players to set options and launch new games. Not all of the commands are known yet, but we've already found lots of hidden modes including GOD and FLY. Boy, were those difficult to find!






To avoid having to set up your character every time you play, config files can be created containing all of your personal options. Store your player and server name, your costume colours, your controls, and even fiddly "alias" modes – like Ed's Robo-Binoculars and X-Ray Goggles! Take a look at FreePlay page 12 to find out about some more of the commands.



Nails shoot out of the floor, killing the player and the Zombies!



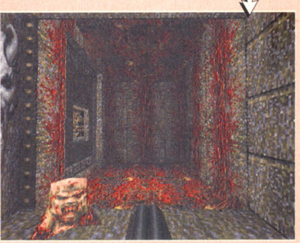
Two Fiends jumping for an Ogre!



This graveyard in episode four is one of the best bits of the game. Zombies break out of the graves and attack with rotten flesh!



Here, Ogres hide in alcoves, throwing grenades at your floating platform. The way to get rid of them is by shooting the switches above – these bring the roof down on their head!



... When you go up close, you can see the Ogre blood spread up the walls and all over the floor, with a head sat right at the front! Brilliantly messy!



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"Better run home to momma now!", said Sarah Bryant in *Virtua Fighter 2*. They took her advice.

Virtua Fighter Kids

While *Virtua Fighter 2* is one of the best games ever, there are still people who aren't too keen on it. To attract more people to the game, as well as give fans a collectable update, Sega have released *Virtua Fighter Kids*. All of the characters and moves are the same, but the super-deformed fighters are faster than before, making it slightly easier to link moves. Also, there are plenty of new options to make the game all the more accessible to beginners.

Here are all the modes available in *VF Kids* – Arcade, Vs mode, Ranking Mode, Combo trainer, Watch Mode, Records view, Controller config, and even more options!

KIDS PLAYROOMS!

With a game this cute you wouldn't expect a normal sound test screen, and by gringo you don't get one! Here, the *VF Kids* band plays each tune to you!

Once the game's been completed with any character, they go and sit in the Movie Room, where it's possible to watch any of the end sequences again! Simply highlight a character so that they turn around and watch the movie play on the screen!

GREMLINS: THE NEW BATCH

One of the most attractive reasons for *VF* fans to consider buying *Virtua Fighter Kids* is the awesome rendered intro sequence. It shows all of the *VF Kids* characters and their adult counterparts doing battle in their home areas – Lau in the kitchen, Wolf in the wrestling ring, Kage in the forest. In an unfinished version of the game we saw, the fights took place on a plain black background, and the adults occasionally won, but that's now been rectified as the kids always outwit their giant relatives!

NEW VIEWS!

Whenever a throw is performed, the camera shifts around the arena to give a better view of what's happening. Normally, it's just viewed from slightly above, but some throws give special camera angles – Wolf's Giant Swing, for example.










When Wolf swings Lion round... The view spins around with him! Rooargh! You feel dizzy after the move!





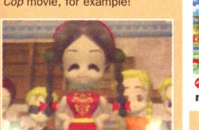
The robot Dural doesn't only use the moves of other characters – she occasionally changes her eyes to match other fighters too! Also, when she's hit or she performs a particularly mean combo, her eyes go an evil red!



This cheat makes Dural see-through, revealing that she's got a fish in her head! Its expression changes instead of hers! Hold C and Start after choosing Dural!

RENDERED ENDS!

It was slightly disappointing to get to the end of *Virtua Fighter 2* only to be "rewarded" with a still image of your character and the end credits, but *VF Kids* sorts out this problem with some amazing rendered ending sequences! Some of the endings relate to other AM2 games – Jacky driving the *Daytona* Hornet car, and Pai starring in a *Virtua Cop* movie, for example!











VF Kids has got a great sense of humour, and we still laugh every time a challenger enters and makes the kids look up, surprised! We're very sad.

SUPER VF PUNCHOUT KIDS!

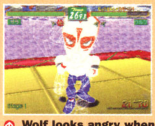
One of the biggest surprises about PlayStation *Tekken 2* is that it has an excellent wireframe mode cheat. *VF Kids* boasts an identical secret option where the player gets to view the action from behind their see-through character. It's easy to find – just hold the L button while selecting a character, but it's great for seeing the expressions on opponents' faces.



Characters grimace when hit hard!



Controls remain the same as usual.



Wolf looks angry when he's knocked down.



Wireframe mode looks really excellent!

REVIEWER

In my opinion, *Virtua Fighter 2* is one of the best games ever – definitely the best 3D fighting game available. Because of this, I think *VF Kids* is excellent too – not surprising considering it's an almost identical game. The cosmetic differences are instantly noticeable (big heads, colourful backdrops, squeaky voices), but it takes a few goes before you notice just how different it is to play. For beginners and young children, it really is perfect – the extra speed makes it more fun, and moves can be linked much more easily; plus the extra "Kids" mode makes special moves as simple as pressing one button! For *VF2* players, these changes may just make the game more frustrating. The fighters have a smaller range, and have had their special attacks weakened, meaning that a new style of play needs to be learned. Personally, I find the one-player mode a bit annoying, as complex special attacks are often less effective than rapid punches and kicks, but the two-player Vs option evens things out slightly. Even with this element of frustration, this is an excellent game, and one that can be recommended to all *VF* fans, and newcomers alike.

ED LOMAS

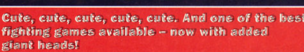




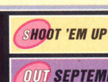








Cute, cute, cute, cute, cute. And one of the best fighting games available – now with added giant heads!



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Saturn owners have been pulling their hair out in frustration, waiting for a decent *Doom* game to arrive. Well, Sega fans, give the follicle tugging a rest and cop a load of *EXHUMED*! It's incredible!



EXHUMED



It has to be said that the Saturn back-catalogue isn't exactly over-flowing with decent first person perspective shoot 'em ups. There was *Deadlius* (*Robotica* over here) and, er, well, that's about it. While the PlayStation, Jaguar and even Super NES have all received versions of id's seminal blastathon *Doom*, the Saturn has remained worryingly *Doom* free. Until now...

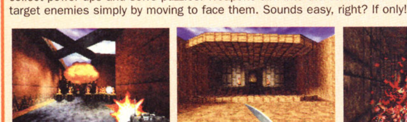
EX-DOOMED!







While *Exhumed* offers a lot of innovative features for a 3D shoot 'em up, it still owes a large debt to *Doom*. The style of play, weapons-selection system and control mechanics are all essentially the same as id's classic – which is no bad thing. The player views the action through the eyes of the hero, moving 'into' the screen to negotiate mazes, blast enemies, collect power ups and solve puzzles. Weapons aim into the centre of the screen, and you target enemies simply by moving to face them. Sounds easy, right? If only!








See that purple triangle? That's a save game point. They only come once every few stages, meaning you have to conquer most levels WITHOUT saving!




The inside of the tomb is bathed in a eerie red glow. Only kidding. It's because I was getting hit!

LOGICAL PROGRESSION!

Everyone knows that *Doom* is coming out for the Saturn, and this may lead people to think that *Exhumed* is merely a derivative *Doom* clone. Not so! *Exhumed* contains plenty of innovative features that lift it above *Doom*, and indeed any other 3D shoot 'em up. Take a look at the opposite page!




Lighting effects (left) and buckets of gore (right). What more could possibly you ask for?

GUNS, GHOULS AND GORE

As with any 3D shoot 'em up worth its salt, *Exhumed* contains more than its fair share of weapons, monsters and excessive violence, while maintaining the game's Egyptian 'theme'. So expect to see plenty of spiders, mummies and Anubis guards lurking within the games many tombs and temples, while the weaponry is a blend of the mechanical (Pistol, Machine Gun, Flame Thrower) and the supernatural (Staff of Ra, Fire Ring, Amulet of Power). As for the gore, Sega reputedly asked for the game's violence level to be stepped UP a notch on the Saturn, resulting in every creature dying in a explosion of blood and guts – no matter which weapon you use!



The Anubis guard throws blue light sourced fireballs. They look amazing!



Arrgh! 'Orrible boney fly things that buzz! Kill them all! Kill them all! Ahem.



You won't get far if you suffer from Arachnaphobia. Spiders are everywhere!

EGYPTIAN DOOM AND A WHOLE LOT MORE!

REVIEW



1) LOOK UP AND DOWN!

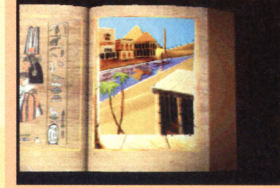
By holding down the 'look' button, you can then use the d-pad to angle your view either up or down, allowing you to view areas above or below you. This was a feature that was sorely lacking in *Doom*, and allows for multi-level fire fights.







Look up! Look down! Look everywhere! You can with *Exhumed*'s fully three dimensional graphics engine. Good for aiming too!



The intro features the voice talents of the man behind a thousands film trailers!

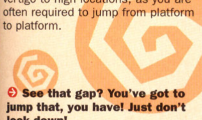


Collect artifacts, guns and the pieces of your radio transmitter. Or look at your map.



2) JUMP!

One of the buttons allows you to hop up small ledges and leap across platforms. Because long drops are potentially fatal (unlike *Doom*), this adds a real sense of vertigo to high locations, as you are often required to jump from platform to platform.



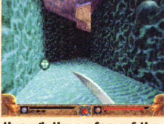
See that gap? You've got to jump that, you have! Just don't look down!

3) SWIM!

After jumping into water control is automatically switched to 'look' mode. The control-pad is used to point in a direction, and the B button to swim there. But watch out for man eating piranhas, as most of your weapons are ineffective underwater.







Unlike *Quake* or *Hexen*, in *Exhumed* you can actually see through the surface of the water! Though until you get the aqua mask you can't swim far before you drown!

4) ITS LIKE AN RPG!

Exhumed abandons the traditional 'level to level' linear structure of most 3D blasters, opting for a Hexen-like 'hub' system instead. Several special artifacts and weapons allow you to reach new areas in old levels as progress is made deeper into the game. For instance, winged shoes allow for higher jumps, thus allowing you to reach previously inaccessible ledges on the first level, while a flame thrower is used to burn down certain wooden doors.





REVIEWER

I love *Doom* style games, and rate *Doom 2* as one of the best games of all time. Recently the 'corridor' genre has been taken to new heights by the *Duke Nukem 3D* and *Quake* both of which I've played extensively. So for a 3D blaster to impress me, its really got to be something special. Which, to my surprise, *Exhumed* is. Surprising because I'm used to playing this type of game on a high end PC, and this is the Saturn! The speed and smoothness of the graphics is something you'd expect off a £1000 Pentium, while the sound effects and CD audio are utterly amazing. It's been a long time since a game's sound has made me sit up and take notice, but *Exhumed*'s crystal clear FX and spooky Egyptian tunes really create a palpable atmosphere all of there own. The tried and tested search and destroy *Doom* gameplay is as addictive as ever, but Lobotomy go one step further by adding an RPG structure that puts as much emphasis on exploration as it does on killing. If you're a Saturn owner waiting for a 'corridor' game, and can live without a link up mode, your prayers have just been answered.

DANIEL JEVONS

RATING









Not just a typical *Doom* clone – *Exhumed* ranks among the best 3D Blasters around! Go and dig it up for yourself now!







- PRICE £TBA
- JAPANESE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 2CDS
- PUBLISHED BY SONY
- TEL: 0171 447 1600

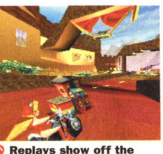
Motor Toon Grand Prix 2

If you've ever wanted to be in a cartoon, here's your chance. Drive a 3D rubber car and blow everyone away with bouncing mushrooms!

The Wacky Races cartoon was great. And *Motor Toon GP* is just the same – mad cartoon cars bouncing around loony courses, shooting each other with weird weapons. Also, to add to the cartoon feel, the cars bend and wobble as though they're made of rubber! To play, just bounce your way around the courses, driving over speed arrows, collecting bonuses, and doing *anything* to win!

WACKY TRACKS

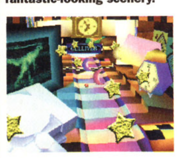
Circuit design is totally mad! The first few tracks in Toon Village look relatively normal, but later tracks are enough to make you go blind! Crazy Coaster, for example, is set partly on a translucent pink sky road which twists and dips all over the place! Another race is set in a massive world, all across giant keyboards, roulette wheels and pool tables!



Replays show off the trackside detail.



This giant house is full of fantastic-looking scenery.





CRAZY CARS

There are five main characters to begin with, and three more are accessed once the 'Normal' championship is won. Each car handles totally differently from the next; for example Raptor & Raptor's UFO turns almost on the spot, and hovers over some scenery, while Vanity's motorbike has to be banked right over to get round corners.







WHAT A GOOD IDEA!

As with *Jumping Flash 2*, the Japanese game comes in an excellent value package. Along with a complete version of the game, a second disc with all but the boot data is included, meaning that two-player races are possible without buying a second copy! The bonus events can also be played in link-up mode!

These are all you need for 2 players!



REVIEWER

The first *Motor Toon GP* was pretty rubbish. Though there's not much different here, there's still enough to make it worth playing, but thinking about buying it is something else. For a start, the wobbly cars and over-the-top scenery make the game look pretty good, though not a lot better than when the first game was released two and a half years ago. The track design is interesting, but occasionally it seems as though more time was spent making them look fancy than was spent making them play well. But the main problem is that the car handling is very strange. The graphics probably have you expecting cars with unrealistic and fun control, but most of them handle very heavily, ruining the feel a bit. Overall, *MTGP2* is worth a go and is occasionally good fun. Yet even the hidden features and excellent two player mode don't make it anything worth recommending highly.

ED LOMAS

HIDDEN GOODIES!

Players good enough to win a championship season on the Normal setting (just about everyone) get an extra three characters and five new tracks. By winning in Professional mode, two hidden games are revealed – *Tank Combat* and *Submarine-X*. Though the games aren't brilliant, they're a real incentive to play the actual *Motor Toon GP* more. There are also bonuses gained by winning the season in Hard and Expert modes, but we don't want to give everything away just yet.



ONE TANK COMBAT

Drive your tank about, and shoot the other player! Can be linked up!

TWO SUB-MARINE-X

It's just like Battleships, only with 3D graphics! This can be linked up too!









While it looks pretty, and is quite good fun to play, Motor Toon GP 2 isn't quite worth a high recommendation to anyone.



want to get sorted?
MEGA STARS
MEGA SPORTS
MEGA FLASH
...get yourself
SPORTED!
the new magazine that's sorted for sports!
OUT ON AUGUST 15TH!












- NO VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PRICE TBA
- PUBLISHED BY JVC TEL : 0171 240 3121

First the distinctly surreal *Keio Flying Squadron*, and now a fishing sim from JVC! Well, its too odd for us to review. Let's hand it over to an expert.

SEA BASS FISHING

Cap'n Blackbeard's the name and fishing's the game. I've sailed the seven seas, braved storms more ferocious than Jaime on deadline and caught everything with a pair of gills. Anyway, CVG have given me this here *Sea Bass Fishing* game to review. See if it measures up to the real thing and all that. It'll be hard work playing it with no arms or legs, mind you, but I'll give it a shot anyway. Saturn Ahoy!



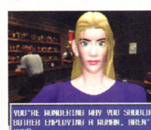
Cap'n Birdseye offers you the range of findus options.

THERE'S SOMETHING FISHY GOING ON

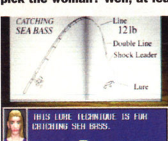
Well, shiver me timbers, this game's got it all: from choosing your lure to the mid morning nap. Why its so realistic I can even the smell the fish! Though that could be my gammy leg stump. Anyway, in case you're not experienced in the ways of *Sea Bass Fishing* here's how it works. You pick up your skipper (normally at the local pub), pick your lure, sail out to your designated fishing area then wait.







Your skipper provides an element of social interaction to Sea Bass Fishing. Should you pick the woman? Well, at least she could cook the fish properly afterwards.







Hmm. Seems she's not so bad after all. The in-game characters offer advice on the best fishing tactics and locations. Whether you choose to accept them, however, is up to you.

A VERITABLE FRIDGE FREEZER OF FISHY FINGERS!

Them thar coasts are loaded with fish! You can't turn your boat without bumping into a shoal of amberjacks or yellow tails.You can even catch dolphin! I caught a dolphin once. It got tangled in my tuna nets. Anyway, make sure you net the right fish during a competition or you'll earn some harsh words from your skipper or Captain. Your prize catch is the Sea Bass, a worthy aquatic adversary that requires real skill to catch. Why I lost both me arms bagging mine! Master the Sea Bass and the next thing you know you'll be harpooning whales!






Reel 'em in! Give 'em some slack. Then real 'em in. Then give 'em some slack!

REVIEWER

Well, slap me around the chops with a wet kipper if *Sea Bass Fishing* isn't actually a half decent game. Yes I know it's a game about fishing, but there's a lot of enjoyment to be had here. From the strategy of choosing your lure and location to the adrenalin rush of reeling in a hooked fish, *Sea Bass Fishing* consistently exceeds your expectations of what a fishing game would be like. The aesthetics are better than you'd expect from this type of game (particularly the polygon reeling in bits) and the atmospheric static shots and laid back jazzy music all go create a strange sense of, dare I say it, involvement! Admittedly, fish 'em ups are about as niche a market as you're going to get, but if you're even remotely interested in sport you're definitely going to get your money's worth here. In fact, I can safely say that *Sea Bass Fishing* is without a doubt the best fishing sim I've ever played on the Saturn! Make of that what you will.

DANIEL JEVONS







Stone the crows! A fishing sim for the Saturn! And it's actually an alright game! Will wonders never cease!



SUPER MARIO 64



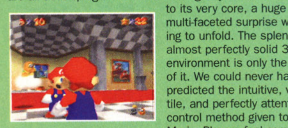




- PRICE 9 800 Yen
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT 64 MB CART
- PUBLISHED BY NINTENDO CO. LTD.
- TEL: N/A

COMPUTER & VIDEO GAMES REVELATION

Here is the greatest home video game that has ever been. Good – you trust me enough to carry on reading for an explanation. *Super Mario 64* deserves this recognition, because it has opened our eyes and senses to a completely new gaming environment; one that brings us closer than ever to full interaction with a set of virtual worlds. Corridor games *Doom, Duke Nukem, Quake*; they're all awesome, and that theme – with all its possibilities outside of the solo-player situation – keeps getting better. Driving games; fighting games; shoot'em ups – these are all developing in new and exciting ways. But *SM64* is, to its very core, a huge multi-faceted surprise waiting to unfold. The splendid, almost perfectly solid 3D environment is only the half of it. We could never have predicted the intuitive, versatile, and perfectly attentive control method given to Mario. Players feel completely in touch with their virtual marionette at all times, to a degree that has never been experienced before. Where there have been criticisms, these have always, and only, been focused on the few shortcomings of Lakitu the 'camera man': sometimes he is difficult to position, and there is one occasion where he just can't see Mario at all. It's unlikely that the latter problem is deliberately placed. In spite of this ONE hiccup, the whole is a true monument in the development of video games. There hasn't been anything so revolutionary – a game that you just accept unconditionally as amazing – since maybe arcade *Virtua Racing*. It's still hard to believe *Super Mario 64* exists as a home game. Most people who have played *Super Mario 64* have proclaimed it as the best game ever. That kind of comment doesn't come from nowhere. We have never seen the like, and I doubt that we will again for quite some time. **PAUL DAVIES**





Toasted Plumber!



Grrr...where is he?





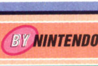
A game so amazing to see, you find yourself stopping to admire it.

A game so amazing to play, you want to try anything to find secrets.



HIGH FIVE!

PILOT WINGS 64



SKY PORTS SIM | OUT NOW (JAP) | 1 PLAYER

- PRICE 9 800 Yen
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT 64 MB CART
- PUBLISHED BY NINTENDO CO. LTD.
- TEL: N/A

There's already a divide emerging between dedicated fans of this 64-bit sequel, and those who simply find it boring. But whatever your opinion of the game structure, *PW64* is unquestionably magnificent. It is almost as though the design team had tried too hard to impress: the Space Shuttle taking off; ocean cruisers churning the waters; night time cityscapes; perfect star-lit skies; mountains; with any number of dramatic routes available out to appreciate it all. But while we're judging this game primarily on its killer graphics engine, the accuracy of control and user-friendly presentation should not be taken for granted. After qualifying with at least a Bronze in each area, players can dip into whichever mission they wish in order to perfect times, and admire the relevant landscapes in more detail. This is a strength. However the possible downside is that *Pilot Wings 64* is not structured in the same way (and some would argue as well) as its predecessor. Most players enjoy being led from A to B, so long as there is an element of freedom between times. With *Pilot Wings 64* a competent player will find everything laid out before them after the first day. Which means no more surprises. The game might not sell machines in the same way *Super Mario 64*, or even future titles will. But its performance cannot fail to convince potential customers of the N64's prowess. I'd like to put CVG on record as saying that Paradigm and Nintendo have produced another landmark title. If you already own an imported N64 the extra shell-out is worth it – you will love your system even more. The majority hanging on for the official launch should have it near the top of their 'wants' list also.
PAUL DAVIES

WOOOOAAAARGH!





Fly over miniaturised versions of the United States of America. Visit the White House if you like!



MINI REVIEWS





SAIKYO HABU SHOGI



BY SETA

1 PLAYER

- PRICE 9 800 Yen
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT 64 MB CART
- PUBLISHED BY NINTENDO CO. LTD.
- TEL: N/A

If you're into Shogi (Japanese Chess), read Japanese proficiently, and value Yoshiharu Habu as your hero, THIS IS YOUR GAME! But we're almost certain that none of these attributes rest so easily with the person reading this, so we could justifiably end this review right by saying, 'don't buy this game'. Even if we were to recommend *Shogi*, there's fat chance of being able to obtain it seeing as so few importers are bringing the game into the UK. Regardless, there are a few factors which contribute to making *Shogi* of interest. On a purely technical note, Seta's is so far the only N64 game to use the Controller Pack, on which to save complex game data. So we can tell you that information takes approximately six seconds to transfer, with progress displayed on screen as percentages. Anyone attempting some kind of game discovers that *Shogi* features extensive speech samples, albeit of one lady commentator who announces all moves, and welcomes players into, then bids farewell out of each game – "arigato gozaimasu", and so on. Which is great! (Sort of). As for why the Japanese should go after the game, playing Shogi is a popular pastime for many people. And the features included cover every possible wish list: Habu-san offers the advice of a champion, and even sets examinations to monitor the player's status, which is saved onto the Controller Pack. In addition there is a selection of real life professional Shogi players to match your wits against, with the ultimate goal of challenging the World Champion himself at the end. There are options to toggle music and speech on/off, so that extended learning sessions can be spent in silence. On fact overall the presentation is excellent, though it doesn't require an N64 to produce. There's no reason why *Shogi* shouldn't be a steady seller for Nintendo in Japan, though not in a major way. But any Westerner needs to be totally N64 crazy, or a closet Shogi fanatic, to chase it.

PAUL DAVIES





These people have the patience of a CVG designer. It's true.









PRINCE OF PERSIA







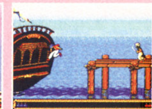




The original *Prince Of Persia*, when converted onto the Super NES, was a brilliant game. It took the groundbreaking computer platformer, added superb graphics and atmospheric music, tidied up the controls, added more levels (including Hell and a god for the final boss) and turned it into a much more arcadey adventure. By comparison, *Prince Of Persia 2* is really quite poor. It looks worse than the original and doesn't offer anything new in terms of gameplay. The rotoscoped character animation isn't impressive anymore, and the poor response time is awful. Even the Megadrive, while lacking a good *Prince Of Persia* conversion, doesn't need it. It has *Flashback* after all. Once you're used to the controls, it's an alright action/puzzle platformer. But why go for an alright game on SNES and Magadrive now, when there are tons of superb games available? **TOM GUISE**

- PRICE £49.99
- AMIGA & PC VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- FORMAT 16 MB CART
- RELEASED BY TITUS TEL: 0171 700 2119





The stuff of ancient legends. And it should stay that way too.







PC CD ROM

MEGARACE 2

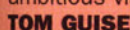








The first *Megarace* game wasn't very impressive. Using FMV backdrops to create its sprawling scenery, the gameplay was distinctly limited. You were boxed-in by the sides of the road, and when you slowed down the backgrounds would jerk as the film ran slower. *Megarace 2* attempts to make up for all this. The cars move much more freely, with power-sliding and car-bashing thrown in. The backdrops too, look and move more convincingly, although you still can't spin the view around. Do a U-turn and you steer into the screen. The weaponary – missiles and mines – really don't affect the game that much. Driving and avoiding damage is the main objective. *Megarace 2* is an okay racing game, but it pales in comparison to far more advanced full-3D racers like *Screamer*. Less ambitious visuals and more freedom are what's needed.



TOM GUISE

- PRICE £44.99
- PC & 3DO PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- FORMAT 1 CD
- FRELEASED BY MINDSCAPE TEL: 1444 246 333



Incredible looking, bu the limited 3D freedom puts it below the par set by true 3D racers.




SONIC WINGS SPECIAL

First things first – this is boring. It's a vertically scrolling shooting game with aeroplanes and guns, with no original features. The graphics are really poor – one layer backdrops scrolling past with rubbish enemies floating around aren't what you expect on the Saturn, or even the Mega Drive for that matter. But it's not just graphics that are a problem – the game's just so dull and unoriginal that everyone except real shoot 'em up freaks will turn it off within half an hour. The main ship moves around alright, making it possible to dodge the spread of bullets and waves of planes, but it doesn't seem worth it. Everything about this is a waste of time and money – just buy something good like *NiGHTS* or *Panzer 2*.

ED LOMAS



SHOOTING

OUT NOW

BY MEDIAQUEST

1-2 PLAYERS

- PRICE £TBA
- JAPANESE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY SEGA
  TEL: 0181 996 4620



How many times have you seen games that look like this? Loads. And I bet they were all better.



WORMS

There are some people who think *Worms* is the best game ever, and there are just as many who think it's the worst. Not many people are in between, so everyone's got their own definite opinion already. Unfortunately, even to fans, this is terrible! Firstly, the graphics are very poor – they jerk about with no explosions when the weapons go off, and the screen moves around badly. But far more important than the graphics is that two of the weapons have been left out – the homing missile and the mines! Any *Worms* player will know that this ruins the game totally. The whole thing's a bit of a mess, and misses out on the hype by over six months, meaning that it's just not worth it.

ED LOMAS



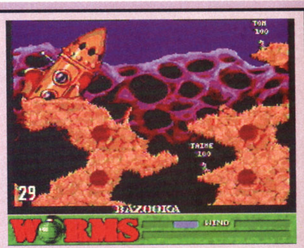
STRATEGY

OUT NOW

BY TEAM 17

1-4 PLAYERS

- PRICE £TBA
- PC, SATURN, PS, AMIGA, AND SNES VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 8MB CARTRIDGE
- PUBLISHED BY OCEAN
  TEL: 0161 832 6633



Paul's the biggest Worms fan here, and he didn't like this version much. But he still played it lots. (all untrue)



BAKU BAKU ANIMAL

Baku Baku, the Saturn's excellent puzzle game, can now be played in Windows 95. The idea is the same as ever – match the animal heads up to the corresponding pieces of food, but unlike *Virtua Fighter PC* it doesn't look quite the same. The resolution is pretty low, meaning that to get it looking good the window must be very small. At full-screen it looks rubbish. The music's not on the CD, so it's not amazing quality, and even the blocks move around jerkily. This block movement is annoying at times, because it can be off-putting to have an important monkey head jump one space too far, ruining your combo. Overall, it's a bit of a poor conversion of an excellent game – especially when you consider that *Virtua Fighter PC* is better than the Saturn version.

ED LOMAS





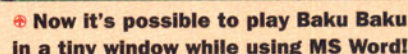
PUZZLE

BY AM3

OUT NOW

1-2 PLAYERS

- PRICE £TBA
- SATURN AND GAME GEAR VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY SEGA
  TEL: 0181 996 4620


Now it's possible to play Baku Baku in a tiny window while using MS Word!





VIRTUA FIGHTER PC

At the end of last year, a big deal was made about Sega's *Virtua Fighter* being released for the Diamond Edge 3D board, meaning that PC owners could finally play one of the best fighting games ever. Now, it's been released again so that loads of other PC owners can play it – as long as they've got at least a Pentium 90. The graphics are of the same detail as on the Saturn – the characters don't have separate fingers like the arcade version – but the resolution can be set really high and there's no glitching. There are play options not in the Saturn version – team battle and watch mode – and textures can be turned on to make the game like *VF Remix*. It plays just right when using a pad or even the keys, and everything is included to make this even better than the Saturn version. It's just a bit outdated now, and it requires a monster PC to run perfectly. **ED LOMAS**






FIGHTING

OUT NOW

BY AM2

1-2 PLAYERS

- PRICE £TBA
- SATURN AND ARCADE VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- FORMAT 1 CD
- RELEASED BY SEGA
  TEL: 0181 996 4620



We all think that the original light-sourced VF looks better than the textured VF Remix.

SUPER NINTENDO

KIRBY'S DREAM COURSE

Instead of rebuking this game for being old hat and left behind, *Dream Course* has proven itself as refreshing as the day it first launched in Japan – two years ago. Kirby together with his yellow alter-ego adopts the form of bouncy balls, then takes to a series of crazy golf courses. These are inhabited by Dream World creatures who pose as obstacles between the two friends and the holes. Points are scored by bowling them over, in turn collecting power-ups which make the task more rewarding. I almost said 'easier', but there's the risk of falling off the edge, and players need to be accurate with their shots. Probably this hasn't made much sense! That's because *Dream Course* is such an original game. It's also one of the best ever made for the Super NES, so you should definitely try it. **PAUL DAVIES**



OUT SEPT



1-2 PLAYERS

- PRICE TBA
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- FORMAT 8 Mbit CART
- PUBLISHED BY THE GAMES
- TEL: 01703 653 377

It's like crazy golf, but in your dreams. If you dream of little bink balls that is. Whatever.





KIRBY'S GHOST TRAP



Originally *Puyo Puyo*, this game was called *Kirby's Avalanche* in the States. And now, two years from its first appearance, it gets a new name for UK release. Anyone who knows the *Puyo Puyo* format knows this game. It's exactly the same, but with Kirby characters thrown in to make it more appealing. Pairs of beads fall down the screen, and by linking up four of the same colour, chain reactions of beads can be removed and sent onto your opponents half of the screen. *Puyo* has always been an addictive, fun puzzler, but it has staled a bit with time. The gameplay doesn't seem as fine-tuned as more recent combo-heavy puzzlers. Namely *Panel De Pon*, soon to be released over here as *Tetris Blast*. We reckon you ought to wait for that. **TOM GUISE**











- PRICE TBA
- NO OTHER VERSION PLANNED
- MEGADRIVE AND SATURN VERSIONS AVAILABLE
- STORAGE 8 Mbit CART
- PUBLISHED BY THE
- TEL: 01703 653 377









Shigeru Miyamoto's toes are gonna curl when he reads those homeboy quotes of Kirby's.

GAME BOY



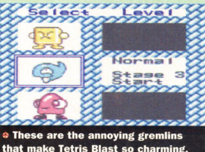
TETRIS BLAST

In a month when everyone's been arguing about what is the greatest game ever made, it's saying something that Game Boy *Tetris* was mentioned. The game is arguably the most accessible, universally-appealing game ever made. It's proof of its popularity that so many *Tetris* variations keep appearing. And this is the latest one, not to be mistaken for *Tetris Attack* (mentioned above), which is not *Tetris* at all. This IS *Tetris*, albeit with bombs. Instead of clearing the screen by making lines, you have to build lines with bombs in them. These then explode, removing nearby tiles. That's the novelty element of *Tetris Blast*, together with a 'fight' feature which has annoying gremlins leaping around the screen. As with all these spin-offs, it's not as good as the original – which you ought to have if you've got a Game Boy. It is after all, one of the best games ever made. **TOM GUISE**

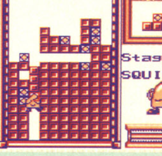




- PRICE £24.99
- OTHER VERSIONS PLANNED (PROBABLY)
- MANY OTHER VERSIONS AVAILABLE
- FORMAT 1 Mbit CART
- PUBLISHED BY THE
- TEL: 01703 653 377



These are the annoying gremlins that make Tetris Blast so charming.







FATAL FURY 3

SNK's cartridge system, used with *King of Fighters '95*, worked really well making the game look almost the same as the arcade with nice, short loading times. *Fatal Fury 3: Road to the Final Victory* doesn't use the cartridge, and it's instantly noticeable. The characters are badly animated, and the screen moves around jerkily, ruining any chance of having a fluid fight. Also, the loading times are bad – over 20 seconds for each fight, and around five seconds just for the menu screens! The characters and moves are the same as the Neo-Geo arcade original, meaning that it will only really appeal to the select band of SNK fans – unlike *King of Fighters '95* which managed to get a few more people interested. With such a slow and jerky conversion, it's highly likely that even fans will be annoyed. Just get *KOF '95* or wait for *Fatal Fury Real Bout* with the cartridge. **EG MUNGLOK**



OUT NOW(JAP)

BY SNK

1-2 PLAYERS

- PRICE IMPORT
- SATURN SEQUEL PLANNED
- ARCADE AND NEO-GEO VERSIONS AVAILABLE
- PUBLISHED BY SNK
- TEL: IMPORTERS



It might look goos when it's still, but it ONLY looks good when it's still.

MINI REVIEWS

If you know video games well, you know Capcom. It's that simple. CVG brings you this exclusive report, direct from Capcom HQ in Japan.



Mr Shinji Mikami, Senior Planner at Capcom Co Ltd.





Of the key Japanese software developers, Capcom are currently enjoying a higher profile than most. Whether you spend your time playing in the arcades or at home, everyone reading this should be feeling the excitement surrounding Capcom's games. With *Street Fighter III* short months away, the promise of a sequel to Resident Evil, plus the big 64-bit question – are Capcom developing for N64?– CVG just had to find out more. Our man in Japan, Warren Harrod, visited Capcom's R&D team recently to hear news on their new games for 1996-97. We put some questions to Mr Shinji Mikami, Senior Planner of the Producer Section.

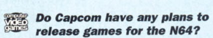


CAPCOM AND CONSOLES

What do you think about the consoles currently available?

SM- The general impression I have is that the Sony PlayStation's ability to display polygons is very high so it's a very good machine for creating 3D games. With regards to the Sega Saturn, compared to other hardware platforms up to now it has strong 2D capabilities. We haven't finished evaluating the whole specification of the Nintendo 64 yet, so it's not possible to say.



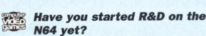


Do Capcom have any plans to release games for the N64?

SM- It's our intention to do so, but we haven't decided in what way we'll begin development.

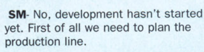
Have you started R&D on the N64 yet?

SM- No, development hasn't started yet. First of all we need to plan the production line.

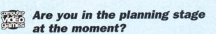


Are you in the planning stage at the moment?

SM- Yes, the N64 is currently being examined. We can definitely say that we are intending to release titles for the N64.

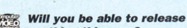


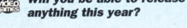
Can you say how long it would take for the production of your first N64 game?



SM- No, it's impossible to say.

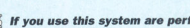






Will you be able to release anything this year?

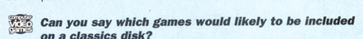
SM- No. It's not possible for us to release anything this year.



If you use this system are perfect conversions of arcade games possible?



SM-It depends on the game. For example, if we don't use it for *Street Fighter Alpha 2* then it certainly isn't possible. However, having not yet tried to use it we don't know whether a 100% conversion is possible or not. In the case of a simple game then a perfect conversion is possible, but the amount of data for each game is completely different.



With the popularity of compilation disks of old classic games, is there any chance of a Capcom coin-op Classics disk?

SM- Yes, we would like to do one, however, at present it's not under development.

Can you say which games would likely to be included on a classics disk?

SM- We have yet to decide what form this disk will take so we can't reveal any titles but, there are three possibilities: Firstly, we select all the games from our old titles in order one by one. Next, we choose only the classic games that were a big hit at that time. Finally, we only select games using the CPS system.

With* Dynasty Wars 2 *already released, and* Cyberbots *on the way, do Capcom have any plans to translate any of their other older coin-ops to 32-bit?

SM- We do intend to convert *Alien VS Predator*, but there's no chance of *Muscle Bomber*. It wasn't very good.

***We've already seen 32-bit versions of* Rock Man (Mega Man) *and* Street Fighter. *Is there any chance of a 32-bit version of* Ghouls 'n Ghosts *or* Final Fight?**

SM- At the moment there's no chance for either of them.

ARCADE CONVERSIONS

It seems to us that the primary limitation with arcade conversions of your fighting games for both the Saturn and the PlayStation is memory. After the success of* The King of Fighters '95 *on the Saturn, have you given any consideration to using the duel disk and memory cartridge system to faithfully reproduce all of the animation and backgrounds of the originals?

SM- I can't tell you for definite which games will use the duel disk and memory cartridge system but, from now on Capcom certainly want to use it.



Are there any games currently in development planning to use this system?

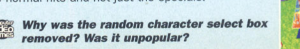


SM- At present no.

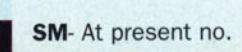
STREET FIGHTER ALPHA 2

Why was the decision made to make chaining normal hits harder in Alpha 2 than in Alpha?

SM- It wasn't our intention for people to have this impression. The reason may be because the damage levels for *Alpha* and *Alpha 2* are different. When we were trying to get the balance of *Alpha 2* right we only concentrated on *Alpha 2*. That's the one that's important. We don't really have to get the actual same damage as *Alpha*. In *Alpha 2* some new characters were introduced, so in order to maintain the game balance we had to increase the damage for the normal hits. In addition, this time for *Alpha 2* we wanted to focus on the importance of the normal hits and not just the specials.



Why was the random character select box removed? Was it unpopular?



APCOM

VIDEO GAME LEGENDS PRESENT THEIR NEW CHALLENGERS



SM- No, it was because it wasn't necessary to use it.

The secrets for the hidden characters and so on in Alpha 2 seemed to have been released a lot later than with Alpha. Was this a conscious decision on your part?

SM- Yes, we did this on purpose. It's a simple story: When we first released *Alpha* on the market for the coin-up all our secret codes and characters were discovered by the players very easily and what happened was that it was all put on the Internet, and so the next day everybody knew about it. Of course, once the shops find out they all display the moves so it didn't take a lot of time to spread to the general public. As a result of this we decided this time to make it more difficult.

Does the Evil Ryu secret character have a proper name, and what is the story behind him?

SM- I'm sorry I don't know much about this character so I can't tell you about him. There are three hidden characters for the foreign versions. However, these are only for the foreign versions, not the Japanese version. They were chosen by Capcom USA. The evil Ryu character appeared in a comic published by Shinseisha, but I don't know the story.

To whom do the two secret backgrounds (Australia and Venezuela) belong?

SM- These don't belong to any secret characters. Australia appears when the player is Sagat and the final CPU boss is Ryu. Vegezuela appears when the player is Nash and the final CPU boss is Vega.

Is there a dramatic battle option similar to Alpha, and against who?

SM- No, there isn't.

Do you have any kind of special battle option instead of this?

SM- No we don't.

ALPHA 2 CONVERSION

Are you expecting to do as an accurate a conversion of Alpha 2 to the PlayStation and Saturn as Alpha was?

SM- Yes we are.

Will there be a loss of animation as with X-Men and Vampire Hunter?

SM- Yes, we will have to cut the pattern of the characters. I can't say which character's will be cut at the present, but certainly for big ones and ones with a lot of patterns like Zangief there will need to be cuts. Other than that it will be an almost perfect conversion.

How soon can we expect to see the conversions?

SM- They were about 70-80% complete at the Tokyo Toy Show so they should be completely finished by the time of the Tokyo Game Show.

Can you improve on the long loading time on the PlayStation version of Alpha, or is it unavoidable?

SM- We're doing our best to overcome this particular problem but, it's dependent on the hardware and software libraries so there's not much we can do about it.



Both Saturn and PlayStation conversions are accurate.

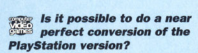


Below is the Super Famicom (SNES) version. Incredible because it boasts all the moves!





RESIDENT EVIL SERIES



***Is there any chance of a Saturn version of* Resident Evil?**

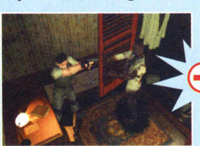
SM- It's possible and we are actually considering doing it really hard at the moment.

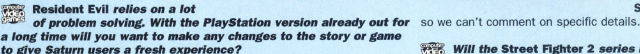


Resident Evil is one of the PlayStation's hottest games!

Is it possible to do a near perfect conversion of the* PlayStation *version?

SM- In reality it's extremely difficult for us to do so. The current state of affairs is that it's almost impossible for the Saturn to get close to the level of the PlayStation so we've having to consider what to do about this situation for the Saturn. If the quality isn't good enough we won't release it. When we can clear up this problem and match the level of the PlayStation, we'll release it at that time.





Resident Evil *relies on a lot of problem solving. With the* PlayStation *version already out for a long time will you want to make any changes to the story or game to give Saturn users a fresh experience?*

SM- There's little chance of the item placement being changed, however, for the monsters, the numbers of them and the type will be changed. As I mentioned before the Saturn isn't really suited for polygon games, so when we consider the frame rate that can be used on the Saturn we will probably have to reduce the number of monsters. It is possible to make the monsters simpler and use less polygons, but it's more likely that new monsters will be have to designed using less polygons.

Resident Evil *is one of the most innovative and atmospheric Capcom games to date. Can you tell us anything about the proposed sequel?*

SM- The sequel's setting will be completely changed from the first one. Also, the number of monsters appearing at any one time will be increased to induce a feeling of fear. As for *Resident Evil* there were maybe only three or four zombies at any one time. For *Resident Evil 2* there'll be around seven or more. We want to have the sensation of terror as the monsters swarm around the character.

Will the sequel feature the same characters, or will there be a completely different background story?

SM-The game characters and the player characters will all be changed. As for the monsters, only the zombie will remain. We are planning to have all new monsters and characters.





STREET FIGHTER 3

***Are there plans to release another* Alpha *game before* SF3?**

SM- No, we won't be releasing another *Alpha* game before we release *SF3*.

Will* Street Fighter 3 *be a 2D or 3D fighting game?

SM- It'll be 2D.

***Can you tell us which characters will definitely be making an appearance in* SF3?**

SM- Ryu and Ken are the only characters that I can say will certainly be in *SF3*.

Can you tell us what hardware the game will be using?

SM- That's a secret, but we'll be using a new board.

***Please tell us a little about* SF3.**

SM- It's going to be the ultimate 2D fighting game. There'll be improved graphics as well as more animation patterns. Because we are using a new board it has become possible to use more colours and the game will be able to zoom into and out of the screen. It's going to be dramatically different from the present *SF* series.

You've already got a new* Marvel Super Heroes *and* Vampire Hunter *in development. Where does* SF3 *come in your production schedule?

SM- We'll probably release it within this year.

What percentage is it complete?

SM- Presently less than 50%.

Does this mean you're not planning to make a 3D* Street Fighter *at the moment?

SM- We are actually considering it presently.

***Are you waiting for the reception of* Star Gladiator *or would you need a much more enhanced 3D graphics system for* SF3?**

SM- We haven't decided anything yet so we can't comment on specific details.

Will the* Street Fighter 2 *series be continued, even after* Street Fighter 3 *is released?

SM- For a short period they can continue together as separate games but, eventually *Street Fighter 2* will be dropped.

If* Street Fighter 3 *is so super can it be converted onto any of the current home consoles?

SM- Impossible. It would just be too difficult. It would need additional hardware and great care. This the major difficulty. There are other problems but, other than this they are all minor problems.

How much have you learned from converting* Street Fighter Alpha, Vampire Hunter *and* X-Men? *In what ways will this help* Marvel Super Heroes *a better conversion?

SM- It's related to the memory issue you mentioned earlier. We've learned how to cut the characters' animation patterns a lot better. And also streamlined the conversion process, and shortened the development time. From a technical viewpoint these are the two main areas.

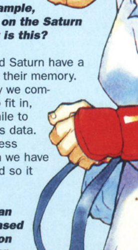
***If animation is missing, will you consider a full animation cheat when both players choose the same character, as in* Vampire Hunter?**

SM- Yes, we will. Unless both characters are the same there isn't any other way to get full animation.

There is a great deal of difference between the loading times of the* PlayStation *and* Saturn *Capcom titles. For example,* Alpha's *loading times on the Saturn are a lot quicker. Why is this?

SM- The PlayStation and Saturn have a problem with the size of their memory. In order to save memory we compress all the graphics to fit in, and so it takes a fair while to decompress the graphics data. As the PlayStation has less memory than the Saturn we have to decompress more and so it takes longer.

***So does this mean that games released on the* PlayStation *will always load slower than the* Saturn?**





SM- No, I don't think so. Not all titles. It depends on the game, what kind of data they're using and how much data they have. Also, it depends on where they put the CG data on the disc. It takes time to load the data so if the game has been badly programmed with the CG fragmented and stored here and there all over the disc the seek time will be high. It's much quicker to read the data all in one go. Every game is different, so you can't say that the Saturn is always going to be faster than the PlayStation. There will be times when the PlayStation is faster.

Is the PlayStation version of* Marvel Super Heroes *going to take a long time to load?

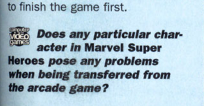
SM- It depends on the programmers' skill. It's difficult to say because it's not finished yet. We don't really know how long it'll take until it's actually finished.

Are you planning any extra home version specific modes of play in* Marvel Super Heroes*, for example a Survival mode or Practice mode?

SM- At the moment we're thinking about it, but we're still in the middle of development so we haven't decided for definite. We have to consider the issue of time. Although we want to add some new modes, we don't know whether or not we'll have time to do so. If we have time we'd like to, but we have to finish the game first.

The bigger they are, the harder they are to convert!

Dr Doom is truly the master!



Does any particular character in* Marvel Super Heroes *pose any problems when being transferred from the arcade game?

SM- For big characters the size is the problem, so characters like Black Heart are particularly difficult.

To prevent this memory problem from occurring again will you design future arcade games with the home conversion in mind?

SM- We will always make arcade games for the arcade. We regard quality as important, and we make all our games to the highest level possible. Only after that do we consider the consumer version. If the consumer specification isn't sufficient to handle the conversion then we won't do it.

Do you intend to include the cheats to play as Doctor Doom and Thanos? If so, does this present any particular programming difficulties?

SM- We have no plan to do so. The reason being that we don't have the time to include the data for the characters.

Capcom have always produced extremely close arcade conversions. With Marvel are you actually intending to add to the game, with a new home version character?

SM- If it's possible we would like to do so, but it's going to be difficult.

Your contract with Marvel required you to put a Street Fighter character in X-Men. Is this the same for* Marvel Super Heroes *also?

SM- I'm not sure whether *Marvel Super Heroes* has the same condition as X-Men. We may not have to put a character in.

Will there be a follow up to* Marvel Super Heroes*?

SM- Yes there will.

Can you tell us anything about this at the moment?

SM- Not at the present. Production has only just started so it's still far too early to provide any information on it.

CYBERBOTS

How accurate a conversion do you hope to achieve with* Cyberbots*?

SM- We hope to have a 100% perfect conversion.

Compared to* Alpha 2 *is it going to be a lot simpler to convert?

SM- No – much more difficult because of the size of the characters.

Are there any new features not present in the coin-op?

SM- There won't be any new features.



Are there going to be any changes for the Saturn version?

SM- There won't be anything added but, it will certainly need to be altered.

Can you tell us what percentage complete it is?

SM- We haven't really made that much progress. It's proving to be very difficult to convert. We're still in the early stages of development.

At the moment it's only planned for the Saturn. Is a PlayStation version possible?

SM- No. There's no possibility for a conversion to the PlayStation.

Is this because it's too difficult to convert?

SM- Just because we don't plan to develop for thé PlayStation doesn't necessarily mean that's too difficult. In this case, it's simply that the Saturn version is more profitable for us. It's a marketing decision.

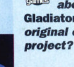
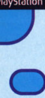
Are the secrets in the game accessed in the same way as the coin-op or do you plan to slightly change them as with the Alpha conversions?

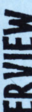
SM- There will be some hidden features so it'll be essential to change them so that the arcade players can't find them so quickly.

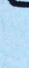


Sprite-based mayhem on a colossal scale, coming to Saturn.

Mech warfare like you won't believe!

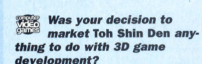





STAR GLADIATOR

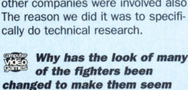
Can you tell us a little about the origin of Star Gladiator? What was the original objective behind the project?

SM- Up to now we've only produced 2D sprite games, but we have been conducting research into 3D polygon fighting games. We were actually creating several 3D fighting games at that time and this is one of them. Only when they liked the look of the final version of *Star Gladiator* did they decide it is was good enough to be released.



Was your decision to market Toh Shin Den anything to do with 3D game development?

SM- Yes, it was for study. We didn't do all the programming ourselves, other companies were involved also. The reason we did it was to specifically do technical research.

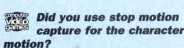


Why has the look of many of the fighters been changed to make them seem more human?

SM- I don't think we've changed them to make them more human-like. There have been many design changes for all the characters since development started but what probably happened was that the first pictures released were still early in development. Since then we've improved the technical level of the software and been able to round off and smooth the images so bringing them closer to the original designs.

Did you use stop motion capture for the character motion?

SM- No, we didn't use stop motion capture.



What were your influences when creating Star Gladiator? Have you modelled the gameplay on any other 3D fighting games, or on previous 2D fighting games?

SM- We haven't used anything as a reference. It's completely original.

What features does Star Gladiator possess that make it different from other 3D fighting games?

SM- It has a lot of special moves. In general there are about 20 special moves for each character including hidden ones.

There's been a recent trend in fighting games to change the guard button to something else to stop passive play. Have you done anything similar for Star Gladiator?

SM- We haven't changed the function of the guard button, but if you continuously try to keep guarding you can be thrown easily by your opponent.

Other than combat moves, are there any other special or unusual features? For example, in Tecmo's Dead or Alive they have a Danger Zone around the main arena filled with explosive traps.

SM- Each stage has normal gravity, but if you exit the ring you are in an anti-gravity area, so your character will float upwards towards the top of the screen. That's ring out.

Can you tell us what the Plasma Bar at the top does?

SM- This is used for the special Plasma Combination attacks. You'll need to check this before entering the combination command.

Spectacular special effects like this WILL appear on PlayStation!

Funky new characters, eh!

Star Gladiator was at the Tokyo Toy Fair. What percentage was that complete?

SM- It was about 90% complete.

Is it due for release soon?

SM- Yes it is.

How accurate do you hope the PS conversion will be?

SM- We're trying to do an accurate a conversion as possible.

Is there any chance of a Saturn version?

SM- No, there isn't. It's just too difficult.

Does Capcom have a name for its PlayStation-based arcade board?

SM- Yes, it's called the PlayStation board for the arcade.

What frame rate does Star Gladiator typically run at?

SM- It runs at 30 frames a second.

3D fighting games are very similar conceptually from Virtua Fighter to Tekken 2 - in what ways is Star Gladiator different to and better than the competition?

SM- *VF2* and *Tekken 2* don't really make much use of the space on the screen. For *Star Gladiator* you can use the air to attack you opponent.

Can the characters hover in the air?

SM- It depends on the character but, some of them can fly.

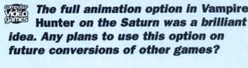
Anything else?

SM- For *VF2* and *Tekken 2* they just fight face to face, but what you can do in *Star Gladiator* is actually shift around your opponent in 3D. Once you press the guard button you can use the direction controller to shift you position and move in a 360 degree arc and either attack from the side or avoid your enemy's attacks.

If your opponent also changes his position and faces back to you where does the camera point?

SM- The CPU automatically chooses the easiest to see viewpoint and angle and rotates the camera around accordingly.

VAMPIRE HUNTER



The full animation option in Vampire Hunter on the Saturn was a brilliant idea. Any plans to use this option on future conversions of other games?

SM- Yes, we plan to use it wherever possible.

Will Vampire Hunter appear on the PlayStation?

SM- No, it won't.

A Vampire Hunter sequel has just been announced for the arcades. Can you reveal any details to us?

SM- It's still a secret, but I can reveal that there will be new characters. However, I can't say which.

Are you planning to make any major differences to the game?

SM- No, there won't be any big changes.





FINAL ROUND

What involvement does Capcom have with the American games, such as Werewolf and Major Damage?

SM- From now on we'll provide development support for them. Mainly advice on conversion etc.

Are there any other hardware platforms that you plan to support in the future?

SM- Yes, we plan to release games for the PC.

Can you tell us anything about your immediate plans for that platform?

SM- Our first game will be *Resident Evil*?

Why was Resident Evil chosen as your first PC game and not a 2D sprite game?

SM- When you consider the PC market, *Resident Evil* is the most suited title for release.

Can you give us a preliminary release date?

SM- We'd like to release it by the end of the summer this year if it was possible, but it's more likely to be around the end of year. Currently we are still studying 3D boards and evaluating which are the most suitable.

Have the development staffing levels increased significantly to cope with increase in games produced?

SM- Yes, the development division have increased by more than five times since we first started. From here onwards it'll continue to increase, but not so dramatically.

Does Capcom train the excellent artists in-house?

SM- Yes, we make them study.

What about the incredible musicians? Is there a Capcom 'talent scout'?

SM- In one division there is, but we haven't found anybody famous.

Do you have any RPGs in development at the moment?

SM- *Breath of Fire 3*. But, it's a secret so I can only tell you the name.

What are your personal thoughts on the N64 controller?

SM- I feel it opens up a lot of possibilities, but my thumb gets sore after playing it for a while.

If you developed a game for the N64 would you want to make specific use of the 3D stick?

SM- We wouldn't consider about that at first. Only if it's necessary for the players to play easily, or if they have to use it for the actual game would we include its function into the game.

Have you ever considered a Street Fighter game with every character in like the MK Trilogy?

SM- We haven't thought about it, but I can't say I'd like to really make it.

Is it possible?

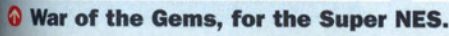
SM- If we really try it's possible, but it would take a lot of time to develop it.

Are Alpha 2 and War of the Gems your last games for the Super Famicom [Super NES]?

SM- No, not yet. We'll still continue developing games for the Super Famicom. At the moment we can't say when will be the last game.







War of the Gems, for the Super NES.

What is Capcom's relationship to the TV SFX drama series Guyferd? Are you planning a game tie in?

SM- Yes, we are going to produce a game based on this character. Development hasn't started yet but, we are currently planning what to do. It'll be released next year some time.

CAPCOM ON AND ON...

Shortly after the interview, Warren was invited to a private viewing of *Street Fighter 3*. By the time this issue goes on sale, he will already have played it! We're totally green with envy of course, but this proves how CVG is in a great position to bring you all the hottest news from this premier company. Hey, it's the least we can do for you! Look forward to more from Capcom, and other major developers in future issues of CVG.





Astaroth stars opposite Knight Arthur in this new puzzle game.

It was originally a game called Incredible Toons.



Guyferd is kind of like Guyver crossed with Power Rangers.

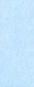


Looks like we all saw the same tailor!













ARCADE



FLYING GAME	BY NAMCO
OUT NOW	1 PLAYER
• NO OTHER VERSION PLANNED • DISTRIBUTED BY NAMCO	• SYSTEM 22 • WOBBLY YELLOW BIKE CABINET

PROP CYCLE

Namco are getting a reputation for creating fun arcade games which don't go by the usual "Joystick and six buttons" cabinets. Here's what is probably the most unconventional of the lot!

Namco again move away from the traditional joystick and buttons control system to create a new experience, rather than a regular game. *Propcycle* is controlled by sitting on a full-size bright yellow bike and peddling away! The bike's steering and angle is controlled by moving the handlebars about. In addition to the moving bike and giant screen, the cabinet has also got a fan just in front of the player which gently blows fresh air while playing the game, to give the impression of flying.

The idea is to take off from the starting ledge, and fly around popping all the red balloons on the way by flying into them, collecting flashing balloons for extra time on the way. These time balloons are often hidden (there's a 20 second bonus behind the start point on the first course), and some are in excellent secret sections – in a cave behind a waterfall, for example.

There are two modes – one of which is a simple time attack while the other is a story mode: Get up, watch a bit of plot, do a level, go to bed. There are three regular courses of increasing difficulty, each with amazing scenery. The graphics are the usual System 22 quality – clear and smooth – and the overall feel is similar to that of *Pilot Wings 64*. While it's not really the type of game that will appear to regular arcade fans, it's excellent fun and good value as you can get quite a bit of play for £1. Highly recommended.





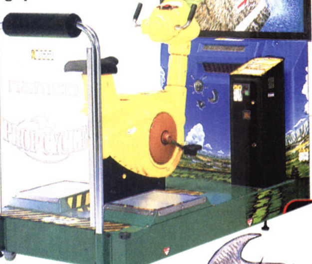
This is the actual quality of the graphics!

Crikey! Look at this bonus floating island up in the sky!





Dive down low to get the balloons!



PUZZLE GAME	BY CAPCOM
OUT NOW	1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY ELECTROCOIN	• CPS2 • SIT OR STAND CABINET

SUPER PUZZLE FIGHTER X

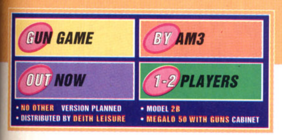
Capcom's new puzzle game is now in selected arcades around the UK. It's very much like *Tetris* or *Columns*, where the player has to drop coloured gems into a well, making chains for points. The big difference is the way that gems of the same colour made into squares will join to make one giant bonus gem.

To make the Capcom link, there are four *Street Fighter Alpha 2* characters and four *Vampire Hunter* characters to choose from, who fight in a window in the middle of the screen while you play. They fight according to how well you're doing and look extra-cute as super deformed characters.

Super Puzzle Fighter II X has got a lot of style and it's quite a pleasant change to be able to play a puzzle game in an arcade again. And when it's this much fun, it's well worth a go.



NAMCO AND SEGA'S CRAZY CABINETS!



GUNBLADE NY


This boat looks incredible!


Single shots explode like this!



Like *Alien 3: The Gun*, the *Gunblade NY* cabinet has got giant guns fixed to the front of it, instantly meaning that it plays differently from *Virtua Cop* and *Time Crisis*. The best difference is that the player's got infinite ammo, meaning that you can just spray shots around without having to worry about reloading. Also unlike the Namco and AM2 shooting games, the player isn't walking around the level – they're hanging on to the side of a high-speed heli-copter which aims roughly in the direction of the enemies. Also different is the way that the enemies don't die instantly with one hit. There are fewer targets than most other gun games, but this is because just about all of them act like bosses – jumping about to avoid shots, and getting up after being gunned down, only to explode in an awesome mushroom of Model 2 flame when destroyed!

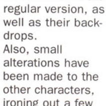


A lot of the scenery is incredible to look at, with the usual Model 2 style of crisp graphics – like the giant boat carrying loads of troops! The whole game is non-stop action, with loud explosions and bright flashes all over the screen all the time, giving good value for money. There are three sections to each of the levels, so there's quite a bit to see, and anyone can play it – gun game experts or complete novices. Great fun, and a good challenge in either one or two player mode.



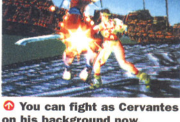
SOUL EDGE: VER II

This is a chip upgrade for Namco's supposed follow-up to *Tekken 2*. The first version is hard to find around the UK, and as such hasn't done too well. The upgrade adds two more playable characters to the game: Cervantes and Hwang – the sub boss and the secret character from the regular version, as well as their back-drops.

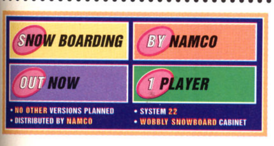


Also, small alterations have been made to the other characters, ironing out a few bugs and glitches.

See FreePlay for a Soul Edge moves list.


You can fight as Cervantes on his background now.

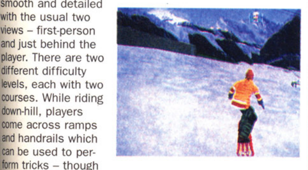
Overall though, the game still looks slightly rough com-pared to *Tekken 2* and *VF2* as the frame rate is a bit low, and it plays pretty much the same as before. This simply means that fans will love the two extra characters, but everyone else won't be bothered at all.



ALPINE SURFER

Alpine Racer is very popular in arcades at the moment. People who'd never normally consider playing an arcade game can step up and play straight away, and on top of that, it looks great and is good fun to play. *Alpine Surfer* is almost the same, only it's based on snowboarding – therefore, the cabinet has changed from two footholes to a half-size snowboard.

The graphics are also just like *Alpine Racer* – clear, smooth and detailed with the usual two views – first-person and just behind the player. There are two different difficulty levels, each with two courses. While riding down-hill, players come across ramps and handrails which can be used to per-form tricks – though this doesn't seem to be beneficial to the overall score. Also, the tricks don't seem to be controllable – riding straight over a jump can often cause a backflip and an excited "Yaaaaahoooooo!" cry.



Surprisingly, it's not as much fun as *Alpine Racer*, and the stupid yells and lingo ("Gnarly", "radical", etc) are just annoying. Also, the games are over far too quickly for it to be worth £1.



It's a pretty awesome cabinet isn't it? Shame it's boring.

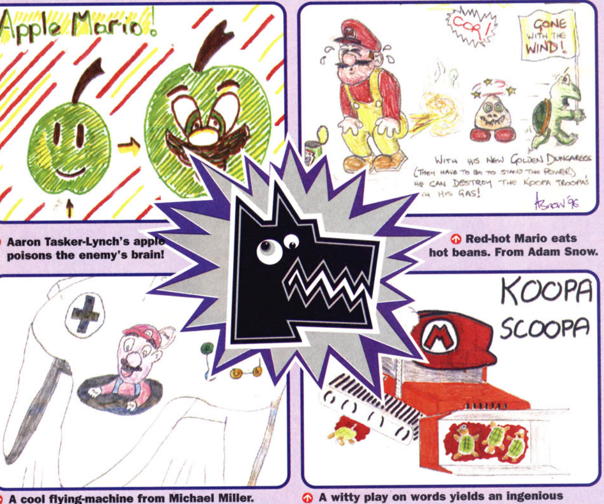
MARIO COMPETITION

THE FIRST INCREDIBLE RESULTS OF OUR 'WIN A NINTENDO 64' COMPETITION!!

Since we kicked off our Mario competition two months ago, to celebrate the Japanese launch of Nintendo 64, it's proven to be our most popular competition ever! We've had absolute tons of entries. So much so that we can't stands git namore! We've decided to reveal just a few of them to you now – AND announce our first winner! There's still another Nintendo 64 up for grabs, so keep sending your abysmal attempts in. Closing date is the end of August, so you haven't much time. And just in case you've forgotten (or more likely, you haven't been reading CVG regularly), what you have to do is invent a new power-up for Mario, and, as a tie-breaker, tell us how Yoshi acquired his arms to steer his mariokart. And obviously we don't want any ideas already seen here!



Clearly the BSE Burger also makes Mario change sex too. And become an exhibitionist, as he proudly flaunts his bristols. Jonathan Pinto is responsible.



Aaron Tasker-Lynch's apple poisons the enemy's brain!

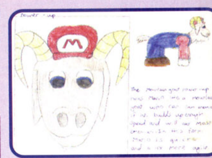
Red-hot Mario eats hot beans. From Adam Snow.

A cool flying-machine from Michael Miller. He did an N64 tank too. (There's a theme there).

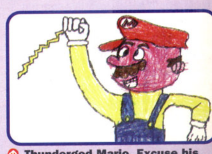
A witty play on words yields an ingenious power-up from James Sumner of Swinton.



Devil Mario. The icon is dog plop.



Goat Mario. Eats everyone.



Thundergod Mario. Excuse his reddish face says Dan Thomas.

THE ONES THAT KEPT APPEARING AGAIN AND AGAIN...

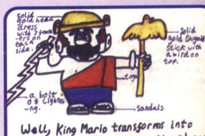
A Boxing Glove. (snooooore)
The Ice Flower. (oh, how interesszzzzzzzz)
A Football. (mmm, oh good)
A Mortal Kombat power-up. (fascinating)



We've had some appaling entries. Bill Gilmore's pizza should give you some idea.

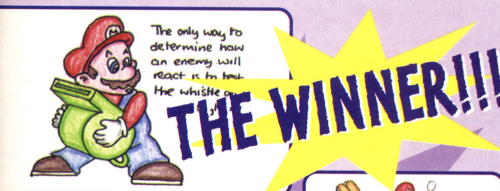


It's Mario 99. He hits you with his flake and falls on you. Obvious really.

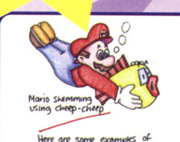


Nothing less than Zeus, King of the Gods! From Naveed Akhtar.

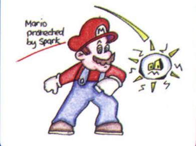
DRAWINS WOT YOU DUN OF MARIO – SPESHUL!



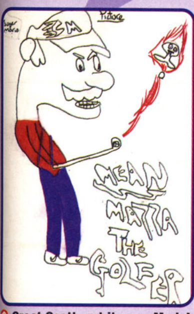




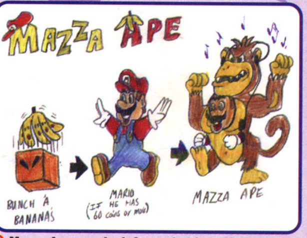




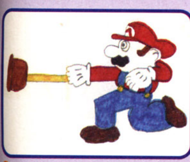
David Bell from Stockport put together a superb fully-illustrated notebook, labelled The Rainbow Whistle. It shows how each baddy is affected by the whistle. The pictures are just excellent, capturing the Mario-flavour perfectly. A well-deserved win!



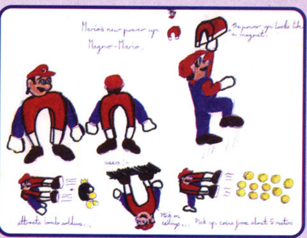
Great Scott, put it away Mario! Oh, it's a golf club. Phew.



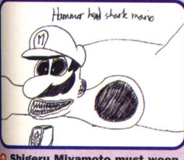
Mazza Ape may look funny, but he's Mario's best friend. Supposedly. Well, they certainly look close.



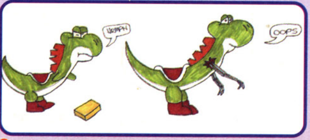
No, it's not a poo on a stick. It's a plunger. Used for climbing.



Itsa meee, Magno-Mario! From Selengia Stambali. Looks just like Paul with his shorts pulled up high.



Shigeru Miyamoto must weep at some of your caricatures.



This is all very distressing. Just one of your sick (SICK!) explanations for Yoshi's arms. Seek help!

"HOW DID YOSHI ACQUIRE HIS ARMS TO STEER HIS MARIOKART?"

Here are just a few of your mentally-stunted suggestions.

Doctor Mario transplanted them.
Karl Heath from Heysham and a thousand others.

He tore off Jax's arms from Mortal Kombat 2.
Half the known population.

I think Yoshi grew his arms by eating some of the Princess' fertiliser made with horse poo and one of Yoshi's eggs that had gone bad! And this caused him to sprout arms.
Mark Sargeant, Ipswich

He got them with the car.
Ignacio Prieto, London

Yoshi acquired his arms after swimming in a lake near Cellafield.
James Sumner, Swinton

Yoshi was looking in the dustbin when Yoshi found two arms and Mario super-glued them on Yoshi.
James Sunter, Bradford

Use his feet.
Josh Lucette, Toubridge

Because the cart has an accelerator, brake and a steering wheel, so he uses his hands and his feet. (?)
Gareth Woods, Manchester

I have 3 ideas for Yoshi. He has kids in the kart and they steer or his thought steers or his balls steer.
Nicholas Daly, Co Dublin

I think Yoshi acquired his arms to steer by growing potatoes in his ears, then carving fingers into them and super guling (sic) the potatoes to his body.
Edward Ford, Highgate

Actually, if you look in the SMW manual he does have arms, but I'll answer anyway. The arms are metaphysical projections of his desire to control his own environment.
John Edwards, Llandudno

He had arms since he was made. Don't really understand the question.
David Kellett, Stockport

Yoshi built a time machine, went back in time and asked Dr Frankenstein to make him some new arms.
Adam Newman, Tamworth

Yoshi got his arms because Bowser planted a bomb in one of his eggs and Yoshi's chest exploded itself two perfectly formed arms.
Paul Creasy, Horley

I think Yoshi got his arms by putting an ad in Freeplay Classified: Spare green arms wanted. Will give 50 cookies or swap for Super Mario World.
Graham Billings, Birkenhead

It's due to his mother sleeping around before he was born, eg. male dinosaur, then another, then another, then got bored so she tried a human, then 10 months later Yoshi comes with arms (freak).

Yoshi wanted to be in Super Mariokart so much that he found a magic star and made a wish, but didn't tell. Next morning there they were (arms).
Steven Manta, Cumbria

His steering wheel.
Marc Humphries, Cannock

Yoshi got his arms from a door-to-door arm salesman.
David Couture, Germany





NEW GAMES

TOMB RAIDER

LET'S RAID SOME TOMBS!

FORMAT: SATURN, PLAYSTATION AND CD-ROM
BY: CORE DESIGN
PLAYERS: 1 PLAYER
DUE: OCTOBER

CORE'S AMAZING 3D ADVENTURE GAME!

'MAZING MOVES!

To get around the 3D levels, Lara needs to have loads of different abilities which can be pulled off with the minimum of fuss. All the motions are amazingly smooth, making Lara look really solid, and some of the things she does are brilliant to watch – shooting wolves while backflipping, then sliding down a slope with her guns still firing!



1 This looks like a tricky jump...



2 Hup! Noo! I'm not going to make it!



3 Whoah! Hanging by the finger-nails, Lara pulls herself up!

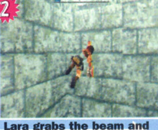


The water refracts the light, making everything beneath the surface appear all wobbly!





1 That's a heavy looking switch. How are you going to pull it?



2 Lara grabs the beam and puts her feet on the wall...



3 Then pushes off to force the switch down!

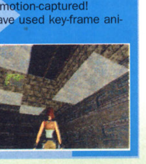




GORGEOUS GRAPHICS!

Tomb Raider is a very ambitious game for the 32-bit machines, as it manages to create a full 3D level in a similar way to *Super Mario 64*! The graphics don't suffer much from the limitations of the machines, and everything looks surprisingly solid. There are also some great special effects, like the way that everything ripples when underwater.

All of the character movement is excellent, and what's more, it hasn't been motion-captured! Instead, the programmers have used key-frame animation to keep the game playing properly, rather than concentrate too much on the graphics. To tell the truth, we couldn't tell the difference – Lara moves so convincingly that it just as easily could be motion-capture!





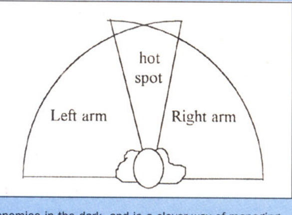
As with *Super Mario 64*, *Tomb Raider*'s stages are completely 3D. Because of this, Lara can stop and look around the level with a camera view just behind her head.

NEW GAMES

SPECTACULAR SHOOTING

The shooting system is very impressive in *Tomb Raider*. Not only can Lara hold two guns at once, she can also fire them at separate targets!

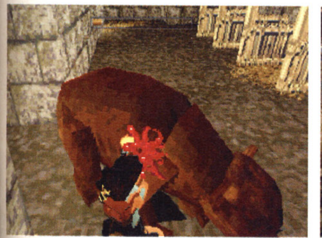
This sketch shows how the aiming works; any enemies in the hot spot will be targeted with both guns, otherwise each arm will aim at any enemies in their sector. This means that Lara can be running towards two enemies while shooting them both at the same time, one with each gun! Cool or what?



Although Lara has no reason to shoot when there's nothing around, she can arm herself. With her guns raised, her movements are slightly limited but she will aim at any threat. This makes it much easier to spot enemies in the dark, and is a clever way of managing an attack system which could be really complicated.











Shoot the disgusting wolves quickly, before they get close.

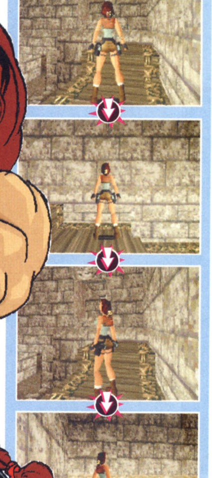


If you don't, you'll be leapt upon and mauled to death!

LOVELY LIGHTING!

On all the versions of the game, there is excellent light-sourcing on the main character. When Lara walks into bright light, she lights up all over, but there are times that the lighting comes from the side which looks even better!





By rotating Lara around, you can appreciate how the lighting affects her.



1 Hmmm. Fancy a dip in that lovely water?



2 Hup! Why climb in when you can somersault?



3 Ker-splash! Totally pointless, but nice to look at!



NOTE!

Though the game's coming out on Saturn, PlayStation and PC, all of these pictures are of the Saturn version.









NEW GAMES

VANDAL HEARTS

FORMAT: PLAYSTATION
BY: KONAMI
STYLE: STRATEGY RPG
DUE: 30 AUGUST (JAP)

Konami treated us to an early demo of their forthcoming Fighting RPG, *Vandal Hearts*. As with *Suikoden*, due late September, this is another graphical masterpiece from the company's in-house R&D division, but its main selling point is the ambitious battle system. The version we saw only had three set scenes to depict the action: A Spanish-style galleon, a castle keep, and a huge rolling iron train. Similar to *Ogre Battle* by Quest (soon to appear on Saturn) the terrain affects the performance of each character – their attacks are either strengthened or weakened by their height position. For example arrows have greater impact on lower targets, as they have time to gather more momentum. The degree of force is indicated by a funnel effect. Magic is spectacular, as you can see. In addition players can make use of buttons and switches to ensnare unwitting adversaries – our party of warriors fell to their doom when the enemy collapsed a bridge beneath them. With all kinds of viewpoints available to make tactical decisions wiser, and sickening amounts of blood spilled by most attacks, Konami deserve to do well with *Vandal Hearts*.







TETRIS ATTACK

FORMAT: SUPER NES
BY: NINTENDO
STYLE: PUZZLE
DUE: OCTOBER (UK)

When you're on the subject of awesome upcoming games, it's a crime to ignore the newly revised version of *Panel De Pon* - the brilliant block puzzle game which we praised back in issue #171. Now called *Tetris Attack* (thrrp!), the game has undergone major visual changes – from fairy folk to Yoshi and co – but the genius gameplay remains intact. The Tetris link is really tenuous. Probably just to sell it off the name. What Nintendo should be thinking about is exciting people with the news of a strategically mind-melting, but infectious and fun ORIGINAL new puzzle event: repeatedly join groups of at least three identical panels as fast as possible to clear the screen. Line-up four or more for bigger points. If you're competing with another player, player controlled or CPU, the match can be rigged so that long\ lines, or combinations of longer lines, result in comical devastation for the rival. The Yoshi branding works well, and Koji ➔

➔ Kondo's great *Yoshi Island* music is almost a perfect match. Gamesplayers with a taste for funky and exciting challenges should be getting pretty worked up about this one.

SWIV

FORMAT: PC CD-ROM, PLAYSTATION
BY: SCI
STYLE: SHOOTING
DUE: NOVEMBER (UK)

Years ago, one game which brought the company SCI (previously Storm) to our attention was *SWIV* – a vertical shoot 'em up made popular on the ST and Amiga for its two-player jeep/ helicopter combination. And guess what – the game has been revamped for the 3D hungry PC CD-ROM users out there. A useful 3D terrain is laid out, impregnated with 'enemy' bases, which occasionally spill out into the waters which surrounded the islands. Players control an armoured jeep or helicopter, following orders *Thunderhawk* style, in order to complete mission objectives. Currently the jeep of the future sports a choice of flame thrower, homing missile, or cannon for offense. It can jump out of the way for defence! The heli is pretty standard by comparison. So far. It's not much more than a demo at the moment, but SWIV already looks promising.





WARHAMMER

FORMAT: PLAYSTATION
BY: SSI
STYLE: STRATEGY
DUE: OCTOBER

It's a battle strategy game by SSI. For some people this may mean statistic-based tactical fun! For others, it sounds like statistic-based tactical boredom. We tend to fit into the second category after our experience of SSI's 'gripping' *Panzer General*. *Warhammer* however, makes the whole affair more appealing. It's based on the popular Games Workshop fantasy battle game of the same name. Elves, orks, ogres, skaven (frogs) and dwarves make up the ranks. There's magic, war-machines and bizarre humour. Fans of *Warhammer* know how brilliant the table-top game is. And without all that dice-rolling and pencil-scribbling it could be awesome!

HARDCORE 4X4

FORMAT: SATURN, PLAYSTATION
BY: GREMLIN
STYLE: OFF ROAD RACING
DUE: NOVEMBER (UK)

In the real life competition on which 4x4 is based, drivers are disqualified for so much as brushing against another car. The rules have obviously changed a little bit for the video game. Gremlin intend this off-road racer to be valued as the most intensely realistic experience ever to tear up a console. To enable this they've introduced 'real world' physics to the project, so that six types of vehicle can rock on their suspension across six types of terrain. Circuits range from glacier to rocky mountain pass, in all cases using high walls and tight corners to mask any pop-up or clipping. The result is close to seamless, and thus very authentic. Fun is hoped to extend from being placed in competition against five other drivers, and the ability to seek short-cuts in the 3D environment. This is true cross-country racing. True physics also result in cars rolling over if they corner too hard, or career up a slope. Also expect to rumble over old wooden bridges, and power slide across ice patches to qualify. Could this be the 32-bit equivalent of Stunt Race FX? We'll see.







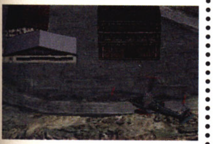


SOVIET STRIKE

FORMAT: SATURN, PC, PLAYSTATION
BY: ELECTRONIC ARTS
STYLE: SHOOT 'EM UP
DUE: NOVEMBER

As the latest part of the Strike series gets closer, we've got some more information and screenshots for you. As expected, it's very similar to the 16-bit games – *Desert Strike, Jungle Strike* and *Urban Strike* – in that the player flies a helicopter around isometric 3D environments, completing set missions. All of the objects and enemies are 3D models, but the background scenery is all rendered, and read off the game CD while the game is being played. This is one of the first times that this technique has been used, and it look very impressive indeed. There are some spectacular effects – like the way that an explosion runs the length of a fuel pipe, only to explode the entire factory at the end – and everything seems to be coming along brilliantly. We should have a full Coming Soon feature for you soon.







WORLD WIDE SOCCER

FORMAT: SATURN
BY: SEGA
STYLE: GARDENING
DUE: OCTOBER

Victory Goal '96 came as quite a surprise when it was released in Japan – because it was good. Now Sega are getting ready to release a version over here with new teams, graphics, intro sequence, and some of the slight bugs tidied up. The graphics are now very much like *Virtua Striker* in the arcades, crossed with the original *Victory Goal*, meaning that there are excellent looking stadia, as well as motion-captured players. The play is fast, with loads of moves to perform, so we're looking forward to playing it properly. Especially because our names are in there (except Tom's).



MORTAL KOMBAT TRILOGY

FORMAT: PLAYSTATION
BY: GT INTERACTIVE
STYLE: BEAT 'EM UP
DUE: DECEMBER

Though we don't have any amazing new pictures for you (or even any rubbish ones), we thought you should know that we've played an early version of the game and there are currently 32 playable characters! This includes the four main bosses from the series – Goro, Kintaro, Motaro and Shao Kahn! You hear us? GORO! Also, Johnny Cage is playable, but he's been refilmed with a new actor after Daniel Pesina, the original actor decided he wanted nothing more to do with the series. As well as this, all 23 *Ultimate MK3* characters are available, plus Rain, Noob Saibot, Raiden and Baraka! Next month we'll hopefully have space for a proper Coming Soon feature. Don't miss it!

TANK

FORMAT: SATURN, PLAYSTATION, PC
BY: NMS
STYLE: BLOW 'EM UP
DUE: JANUARY

Following the success of *Return Fire*, there's yet another military destruction game on its way, offering even more firepower and destruction. *Tank* puts you in charge of a sausage (just kidding, a tank) and gives 24 missions to perform. Nothing tricky or strategical though. Just blow the shinola out of everything – hangars, skyscrapers, bridges, other vehicles, anything! As the missions progress, so the missions get tougher. Larger installations, deadlier enemies with guided missiles and so on. Nifty 3D graphics give the whole destruction-fest a much more satisfying look and, from the look of an early version, *Tank* could be an hugely enjoyable, yet simple blaster.

THEME HOSPITAL

FORMAT: PLAYSTATION, SATURN, PC
BY: BULLFROG
STYLE: HOSPITAL SIMULATOR
DUE: NOVEMBER

The excellent *Theme Park* managed to combine a funny and enjoyable game with a serious strategy management game, and was very successful because of it. Now the follow-up is coming on nicely, with the same graphic style and sense of humour – people puking – only this time it's set in a hospital. As before, character artificial intelligence is very important, so the patients all react realistically to your decisions, but a lot of time is also being spent on little graphical touches, as you can see from these pictures. More information soon.



BEDLAM

FORMAT: PLAYSTATION
BY: MIRAGE
STYLE: CHEESY PUFFS GAME FROM THE LOOK OF IT
DUE: SEPTEMBER

Syndicate may be all well and good for some people, but what about those of us who want a bit more death and destruction action to our isometric strategy games? Here's the answer – *Bedlam*. Use a group of robots to destroy everything, switching between them at certain times, to solve puzzles or to protect the weaker robots. It's good looking, with some fantastic explosions and, as an added bonus, just about everything can be destroyed! And with so many different types of weapon available, this is likely to do very well.



KING OF FIGHTERS '96

FORMAT: NEO-GEO ARCADE
BY: SNK
STYLE: BEAT 'EM UP
DUE: SEPTEMBER

The yearly tournament is starting again. This year, there are nine teams of three fighters each competing, and the 27 characters can again be made in to any one of 2,925 team combinations! Slight adjustments to the gameplay are: Fighters can land on their after hard hits by using a key combination (a bit like in *SF Alpha*); Air blocking is possible; fighters can knock their opponent's guard down, making the next hit unblockable; "Power Max" also increases the force of special attacks; AND there are four completely new characters and one new team! No doubt a load of *KOF* fans have just exploded, but we'll be covering this more for the survivors as soon as we can get it.











FIRST LOOK AT HOT SOFTWARE! NEW GAMES

NEW GAMES



N64 RELEASE SCHEDULE



3RD PARTY

SEPTEMBER

Cu-On-Pa (by T&E Soft)
This looks very much like *Endorfun*, the controversial 3DO puzzle game. It's not yet clear exactly how it will play, but expect it to be fairly similar.





1996/ 97

ACCLAIM

Turok: Dinosaur Hunter
Turok is coming on very well. It's now almost finished, and stands up very well even when compared to *Quake*. With more outdoor sections, and more amazing weapons, this will be a hit.





The animation on these bad guys is really excellent!

KEMCO

BLADE AND BARREL
Another four-player simultaneous split-screen game. This time, it gets the players shooting everything from the confines of a helicopter cockpit ! It's being done by the UK company, Software Creations, who are also doing *Creator.*



Good, solid 3D and slick lighting effects on B&B.

EPOCH

- **DORAEMON**

The popular Japanese comic book cat helping two useless kids. It looks similar to *Super Mario 64*, with amazing 3D worlds, and hopefully it'll be as good to play!



HUDSON

- **BOMBERMAN 64**

This is going to be one of the main reasons to buy extra N64 joypads. Hudson are also rumoured to be working on a new version of *Tengai Makyo*, one of the most popular RPG series ever in Japan.

- **SUPER PRO LEAGUE**

IMAGINEER

- **PRO BASEBALL KING**
- **MULTI RACING**





HUMAN

- **HUMAN GRAND PRIX, IN FORMULA 1: THE NEW GENERATION**

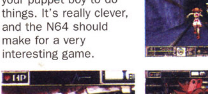
VIDEO SYSTEM

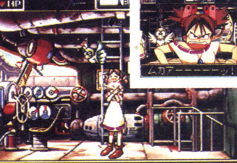
MAH JONG
SHOOTING

ENIX

- **WONDER PROJECT J2**

The makers of Dragon Quest follow up their Super NES game, where the object is to teach your puppet boy to do things. It's really clever, and the N64 should make for a very interesting game.





SETA

- **SAINT ANDREWS**
- **WILD CHOPPERS**
- **REV LIMIT**



KONAMI

- **MAH JONG**
- **SOCCER**
- **GOLF**
- **GOEMON ADVENTURE**
- **BASEBALL**

OFFICIAL RELEASE LIST

SEPTEMBER
WAVE RACE 64

OCTOBER
TETRIS-PHERE
STAR WARS SHADOWS OF THE EMPIRE

NOVEMBER
MARIO KART 64
GOLDEN EYE 007
BODY HARVEST
BLAST CORPS

DECEMBER
KIRBY'S AIR RIDE
STAR FOX 64
BUGGIE BOOGIE
CLIMBER
GOLF



Wait until you see the updated version of this!

F-ZERO 64
At last! One of the games we've all been hoping for has finally been officially confirmed for a December release! It should now feature amazing contoured tracks, and hopefully all the original characters.

Totally weird! Can't wait to make sense of it.



YOSHI ISLAND 64
Not the 3D game you might expect, but a 2D follow up to the awesome Super NES platform game. Excellent!



NEW GAMES

PlayStation 100% COMPLETE | FIGHTING/ADV | BY DREAM FACTORY | AUTUMN 96' | 1-2 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE - 1CD
- PUBLISHED BY SQUARE CO LTD
- TEL: N/A

A short while ago, CVG featured an amazing new RPG from Square – *Final Fantasy VII.* This awesome game is nothing less than expected from Square, but no surprise – apart from the PlayStation angle. *Tobal No.1*, on the other hand, is a rare revelation!

TOBAL NO.1™

When *Tobal No.1* previewed at E3, players were surprised at the three dimensional range of movement. Instead of 3D characters operating on a 2D plane, fighters have 360° freedom in any fighting area – toward, away, to the left, or right of an opponent. Jumps and crouches are executed by holding the block button, which also triggers grapple attacks. So, initial impressions led everyone to expect a complex fighting game from Square, something far removed from their usual adventure games. Well, a lot has changed since then.

FIGHTING SYSTEM

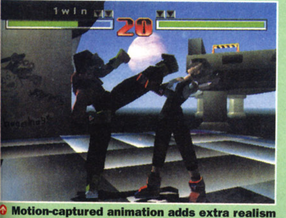
Four buttons are used command the fighting: High, Middle, Low attacks, plus Guard (Triangle, Square, Cross, and R1 respectively). When Guard is not being used, the direction buttons walk the fighter around – up moves away from, and down moves toward the screen. In this mode the attack buttons affect punches and kicks only. By holding Block, pressing up jumps, and down crouches. Pushing away from the opponent leans back. To grab an opponent, hold towards plus the mid attack button. Once inside of a grapple, players may choose to elbow, knee, or throw their foe around. It's all very clever!



A high attack, which takes the form of a kick.



Powerful sweeps typify low level attacks. Woosh!



Motion-captured animation adds extra realism to the already awesome visuals.

THE SQUARE UMBRELLA

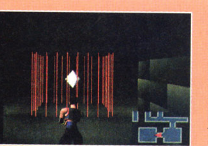
You might be surprised to learn that Tobal No.1 is being developed by a team called Dream Factory, working alongside design agency Bird Studio. Square's involvement is as producer and publisher of the game. We mentioned this before, and the rumours still stand, that some members of the Tekken and Virtua Fighter teams have been involved with the project.



Akira Toriyama, creator of Dragon Ball Z, penned the artwork before CG artists transposed it.

ANOTHER DIMENSION

Another area of the game places characters in a dungeon setting, where they battle enemies using combat techniques learned in the isolated arenas. Here players go in search of crystals – a valuable high energy mineral – which will help restore the balance of power on planet Tobal. We haven't played these sections yet, so we're looking forward to talking about this in more detail next month. So far we know there are potions and food as health pick ups. And huge rolling boulders, deep pits, electric walls, and so on as hazards.



A force field protects the crystal, preventing central character Chuji Wu from getting near.



Hom – a miner droid – tackles an ugly dungeon creature. monsters are unique to each dungeon





We'll have the Japanese version of this potentially PHENOMENAL collaborative effort next month.*krrk*



REAL-LIFE PILOT WINGS

***P**ilotWings 64* **is so awesome! It's just like the real thing! But how do we know? Cos we packed off the resident office guinea pig Dave Kelsall to sample the delights of "real life PilotWings", that's how!**

Paragliding is one of the simplest forms of flight in the world and originated about ten years ago in the ski resorts of the Alps. Parachute enthusiasts found ways of gliding down the slopes in a similar fashion to hang-gliders and with the availability of modern materials the sport of paragliding was born.

Now, to fully appreciate the pleasures of paragliding it's definitely recommended that you spend a weekend away at a specialist training centre where the instructors wean their students from theory to the hillside, where you move further up a hill depending on your ability. As you progress into the sport you are taught new techniques that will have you staying aloft for hours! Wahey! Just like *Pilotwings*! **(See PARAMANIA in that ORANGE box over there!).**

Unfortunately deadline restrictions meant that I had to go for the slightly cheaper "getting dragged into the air by a tow cable on a race-course option". After my 15th attempt to successfully fall onto a mat in the correct manner for landing, and a bit of theory, I was finally ready. With the chute laid out behind me I started to run and within seconds the cable had launched me into the air. A couple of minutes later and I was flying. The adrenaline rush was unique, and apart from hang-gliding, is possibly the nearest sensation you could possibly get to flying. In the comfortable harness I just relaxed and took in the view as I gently tugged at the ropes to stear the craft around the sky.

Unfortunately, on landing I managed to plough my way through a plastic showjumping fence but undeterred I prepared for another two flights that made me confident that paragliding (one of Europe's most popular outdoor pursuits) is a sport that I'll definitely be taking up.

Though hot-air ballooning has never made it into a *PilotWings* game (probably due to the fact that they're only semi-steerable) they offer an extremely beautiful and relaxing form of flight (you've also got a pilot to worry about the flying!). Thunder & Colt and Cameron balloons, one the worlds largest hot-air balloon manufacturers were the target of my next blagfest as I prepared for a trip in a craft that gave man his first genuine flight in 1783.

From launch to landing, where its tradition to get a nice glass of champers, the flight was awesome and, because ballooning is very much a complete experience, most operators encourage you to help prepare and then pack away the balloon afterwards. And don't be put off by the fact that you're standing in a laundry basket under a bag of hot air at 3,000 feet, because you're at no greater risk than the retrieve crew that follow in a vehicle below!

As you can probably gather I've got pretty addicted to this flying lark and YES I'd certainly say that *PW 64* is an accurate simulation of the feeling you experience when airbourne! Trying it out for real won't be everyones cup of tea, but I've included a few numbers for anyone interested.

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British Hang Gliding & Paragliding Association (0116) 261 1322
British Parachute Association (01162 785 271
British Microlight Aircraft Association (01868) 338888
BALLOONING Check your local press for flight operators.

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(TOP) Training day at PARAMANIA looks eeeeexcellent!

(BELOW) Aaaaaaaaga Do Do Do push paraglider off a hill.





(TOP) If Sonic's this big I'd dread to see the size of his rings. (RIGHT) Oh Dear!

The skyhopper and the airship are two vehicles to include in *PilotWings 64 II*... I reckon!



CHARIOTS OF FLYERS

Thanks to Simon Russell, Thunder & Colt and Cameron balloons. Gethin James from SPORTS IN THE SKY Magazine and Sal at PARAMANIA for all their help.

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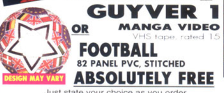
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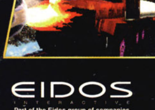
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The Computer and Video Games FREE Pull-out Guide

September 1996



FREEPLAY

Issue 5

.stop press.

id SLAM PIRATES WHO PUT QUAKE ON THE NET!

On the 10th of June, a beta-test version of *Quake* illegally found its way onto the Net.
The code was stolen from id Software's internal network and provoked this angry response from id's Biz Guy No.2. "These guys are supposedly fans of ours, then they steal from us like petty losers. They are just maggots on the mucilaginous dung pile of life. These people are the main reason that very few software developers can remain independent of large corporate ties. It doesn't hurt us much, but it puts smaller guys out of business."
Since the incident, id have confirmed the person responsible has been identified and reported to the authorities. "We have not decided whether or not to put anybody in jail yet, but we certainly can if we want to."
Apparently the beta-version is severely unfinished, with parts of the levels missing completely. It's also badly bugged in places. id strongly advise fans to wait for the full game. "Anyone who sees the finished full game and hears the CD audio tracks by Nine Inch Nails will not want to play the stolen half-ass version." All the more so, because the beta-version is also NOT compatible with the final version for multiplayer link-up.
CVG is strongly against piracy of any sort, and we advise you get the proper game. If, that is, you want to face us on the Net, on the finished game's custom Deathmatch-only levels. And experience Shub-Niggurath the way he should be experienced!





READERS MOST WANTED CHART

Nintendo 64 is still at the top of your 'wants' this month. But now it exists, so if you really want it, go get it!

1	NINTENDO 64	THIS PLANET
2	TEKKEN 3	ARCADE
3	TIME CRISIS	PLAYSTATION
4	MARVEL SUPERHEROES	SATURN
5	SONIC 3D	MEGADRIVE
6	VIRTUA COP 3	ARCADE
7	KING OF FIGHTERS '95	UK SATURN
8	STREET FIGHTER 3	ARCADE
9	32-BIT GAMEBOY	IN OUR HANDS
10	STREET FIGHTER ALPHA	SNES

Others 'pleas' that just failed to make the chart are *Mortal Kombat 64*, *Dirt Dash* on PlayStation, a PlayStation upgrade (why?), *International Karate +* on PlayStation (good stuff) and Squaresoft back at Nintendo. Sniff. Don't forget, include your three Most Wanteds, in order of importance, on the envelope of anything you send to us. Or we'll bin it right away.

Contents

THE RED-HOT RUMOUR DEPARTMENT!

Every month, we hear tons of exciting rumours about the games industry. Some are clearly rubbish, more often than not though there's some truth to them. Here we've sifted out the bull to bring you the most thrilling gossip!

● All the Sonic games are going to be released on one disc for the Saturn. It's going to be called *Sonic Series*. ● Such is the N64 craze in Japan at the moment, that supplies of coloured joypads are running short, even though there aren't any games that need more than one pad yet! ● Nintendo have teamed up with Seta (who did *Shogi*) to produce an N64 arcade board. ● Sega are going use the miniature 8 megabit RAM Toshiba memory card (reported in CVG #175) with Saturn VF3. ● *Tekken 3* on PlayStation is going to need a hardware add-on. ● Electronics Boutique are going to sell PlayStations for a special trade-in offer of $99. They'll take 10 SNES carts, 13 Megadrive games or five Saturn discs. A similar deal is set to take place over here. ● Enix (makers of the *Dragon Quest* series) are developing an RPG for Saturn. ● They've also got their first N64 project lined up – *Wonder Project J2*. ● Datel are going to release a 3 1/2 inch disk drive for the PS. Each disk stores the same as a memory card (15 games). But obviously a disk is cheaper. ● SOJ are going to ban all naughty games on Saturn – possibly to make it more suitable for younger users. ● Peter Molyneux (creator of *Populous*, *Theme Park* and *Syndicate*), unhappy with EA's control of his company, Bullfrog, could be leaving to start a whole new one from scratch.● Mr Mizuguchi has left AM3 to form his own division, AMS. His first game is based around European touring cars. ● SNK and Sega are abandoning the Twin Advanced Rom System. They're using an 8mb RAM cart with *Fatal Fury: Real Bout* and *KOF '96*. ● *Virtual On* uses the Saturn link-up cable. The game is to be premiered at the Tokyo Game Show ● Matsushita plan to unveil M2 at this October show. ● A netlink version of *Sega Rally – Sega Rally Plus*. ● A Saturn screensaver which turns your TV into virtual fish aquarium. ● Saturn *Toshinden 2* is more impressive than the PS version. *Version 2.5* runs at 60 fps, is displayed in hi-res and has extra features. ● A major developer whose name starts with N will have its famous game on Saturn. If this 'N' is the same one we're thinking of, then they're also working on N64. ● Another developer 'S' is bringing out a simulation and 3D fighting game on Saturn. ● The music for *Daytona Remix* may be done over here. In which case it won't be tinkly karaoke tunes. ● *Cruisin' USA* on N64 has been delayed until next year. Shame. ● id software are doing some of the coding of Saturn *Doom*. It's going to be link-up too. ● Ed Lomas featured naked somewhere in this issue!



OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**NE**	**FORMULA ONE GRAND PRIX 2**	**PC CD-ROM**	**MICROPROSE**
2	NE	ULTIMATE MK3	SATURN	GT INTERACTIVE
3	NE	FADE TO BLACK	PLAYSTATION	EA
4	NE	INTERNATIONAL TRACK & FIELD	PLAYSTATION	KONAMI
5	NE	THEME PARK CLASSICS	PC CD-ROM	EA
6	NE	WING COMMANDER 3 CLASSICS	PC CD-ROM	EA
7	NE	ATLANTA GAMES '96	PLAYSTATION	US GOLD
8	2	DUKE NUKEM 3D	PC CD-ROM	US GOLD
9	3	RIDGE RACER REVOLUTION	PLAYSTATION	SONY
10	11	COMMAND AND CONQUER	PC CD-ROM	VIRGIN
11	NE	SETTLERS 2	PC CD-ROM	BLUE BYTE
12	15	WARCRAFT 2	PC CD-ROM	ABLAC
13	10	CIVILIZATION 2	PC CD-ROM	MICROPROSE
14	14	WORMS	PC CD-ROM	OCEAN
15	17	WORMS REINFORCEMENTS	PC CD-ROM	OCEAN
16	12	ALIEN TRILOGY	PLAYSTATION	ACCLAIM
17	1	CHAMPIONSHIP MANAGER 2	PC CD-ROM	DOMARK
18	RE	LITTLE BIG ADVENTURE CLASSICS	PC CD-ROM	EA
19	NE	BIOFORGE CLASSICS	PC CD-ROM	EA
20	NE	SPACE HULK VOTBA	PLAYSTATION	EA

JAPANESE MULTI-FORMAT SALES TOP 10

1	**NIGHTS**	**SATURN**
2	MARIO 64	NINTENDO 64
3	TRACK AND FIELD	PLAYSTATION
4	TOTAL NBA '96	PLAYSTATION
5	BIOHAZARD	PLAYSTATION
6	TORICO	SATURN
7	KING OF FIGHTERS '95	PLAYSTATION
8	NAMCO MUSEUM VOL 3	PLAYSTATION
9	TEKKEN 2	PLAYSTATION
10	POCKET MONSTER*	GAMEBOY

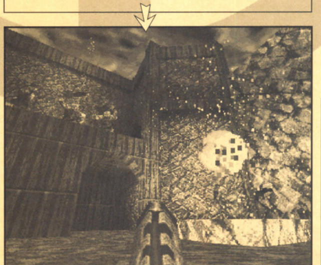
AMERICAN MULTI-FORMAT SALES TOP 10

1	TRIPLE PLAY BASEBALL 97	PLAYSTATION
2	ULTIMATE MORTAL KOMBAT 3	SATURN
3	RESIDENT EVIL	PLAYSTATION]
4	SHINING WISDOM	SATURN
5	INTERNATIONAL TRACK AND FIELD	PLAYSTATION
6	SUPER MARIO RPG	SUPER NES
7	TRIPLE PLAY GOLD	GENESIS
8	NBA SHOOTOUT	PLAYSTATION
9	KEN GRIFFEY JR'S WINNING RUN	SUPER NES
10	DARKSTALKERS	PLAYSTATION

***Incidently, *Pocket Monster* is in the chart because the new Gameboy Pocket has just been released and it's the only good new game released for it**

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	**QUAKE**	**PC**
2	NIGHTS	SATURN
3	MARIO 64	N64
4	FIGHTING VIPERS	SATURN
5	SF ALPHA	SATURN



For the last month, there has been someone playing *Quake* almost non-stop. Whether it's an office deathmatch, a one-player game, or a 16-player internet challenge it's always on. What a game!

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These games aren't necessarily the best sellers or the best ever games on each machine. They're what we reckon are the hottest current games for each sytem

SATURN UK TOP 5

1	**ULTIMATE MK3**	**GT**
2	BAKU BAKU	SEGA
3	PANZER DRAGOON ZWEI	SEGA
4	GUARDIAN HEROES	SEGA
5	STREET FIGHTER ALPHA	SEGA

SATURN IMPORT TOP 5

1	**NIGHTS SEGA**	
2	STREET FIGHTER ALPHA 2	SEGA
3	BOMBERMAN	HUDSONSOFT
4	VIRTUA FIGHTER KIDS	SEGA
5	PANZER DRAGOON ZWEI	SEGA

PLAYSTATION UK TOP 5

1	**TEKKEN 2**	**SONY**
2	JUMPING FLASH 2	SONY
3	RESIDENT EVIL	VIRGIN
4	TRACK AND FIELD	KONAMI
5	RIDGE RACER REVOLUTION	SONY

PLAYSTATION IMPORT TOP 5

1	**KING OF FIGHTERS '95**	**SNK**
2	NAMCO MUSEUM VOL 3	NAMCO
3	TRACK AND FIELD	KONAMI
4	BIOHAZARD	CAPCOM
5	TEKKEN 2	NAMCO

PC TOP 5

1	**QUAKE: (SHAREWARE)**	**Id SOFTWARE**
2	FORMULA ONE GRAND PRIX 2	MICROPROSE
3	DUKE NUKEM 3D	US GOLD
4	CATZ	MINDSCAPE
5	EURO '96	GREMLIN

NINTENDO 64 TOP 3

1	**MARIO 64**	**NINTENDO**
2	PILOT WINGS 64	NINTENDO
3	EXTRA COLOURED JOYPAD	NINTENDO

MEGADRIVE TOP 3

1	**SONIC 3 SEGA**	
2	SONIC AND KNUCKLES	SEGA
3	SONIC 2 SEGA	

SUPER NES TOP 3

1	**YOSHI'S ISLAND**	**THE**
2	MARIO PACK	THE
3	PILOTWINGS	NINTENDO

ARCADE TOP 5

1	PROPCYCLE	NAMCO
2	GUNBLADE	SEGA
3	DIRT DASH	NAMCO
4	VIRTUAL ON	SEGA
5	FIGHTING VIPERS	SEGA

computer and video games

TOP 10 THINGS WOT PHIL HAS BROKEN!

"AH AIN'T BROKE NUFFINK!"

1	THE INTERNET
2	OUT OF LONDON ZOO
3	HIS OWN CAR
4	HIS ELBOW
5	THE LAW***
6	FRIEND'S GARDEN **
7	FRIEND'S WARDROBE *
8	TOM'S DRUNKEN MASTER
9	ED'S MAC
10	TERRANOVA

ALL TRUE (except maybe the zoo. They freed him!)

* TO LIGHT A FIRE IN THEIR GARDEN
** FOR WHICH HE WAS ARRESTED
*** FOR LIGHTING HIS FRIEND'S GARDEN

VIDEO GAMING

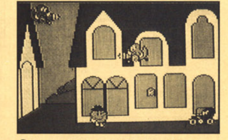
Dave Kelsall's Retro Computer Cabin

As N64 Mario fever grips the office I decided to take time out and dig up a few of *my* old favourite platformers... nothing to do with the fact that Paul Davies commandeered my Nintendo for back-up purposes in case his ever went wrong! Oh no... why waste such technology on an old fart like the MicroGoblin, who still prefers his games to come with a nice bit of sprite flicker, eh?

When I was a young lad my parents used to load up all the grannies and my sister into a big packing crate and ship us off for our annual trip to LLandudno in Wales. It's a tradition that we still carry out today... It's still tradition that I blow all my money down the GOLDEN GOOSE arcade within the first five hours of getting there! And to this day I still have the fondest memories for an ATARI arcade machine called *PacLand*.

Yahoooo! It's a me... Wally Weak! ...innit?

It's played as a horizontally scrolling platform game (a unique departure from most Pac games) where you, as the hero, must transport little fairies that have become lost in *PacLand* back to the door that leads to Fairyland! As you traverse through the levels your old enemys Blinky, Pinky, Inky and Clyde are all driving around in dinky little cars, flying planes or riding weird little UFOs in their attempt to hinder your progress. Only when you come across a Power Pill can you reverse rolls and gobble them all up for a hefty bonus. Pac can also interact with the scenery to get some brilliant secret bonuses—on level one moving the fire hydrant rewards you with a firehat thing that lets you collect the mini ghosts dropped from the planes, or pushing a log in the woods releases a load of balloons that can be collected for bonus points. When Pac finally reaches Fairyland he releases his fairy and is given a pair of magic flying boots as a reward by their Queen. Then begins a mad dash home where his wife and baby are waiting to congratulate him.



I'm not kidding right, Paul Davies lives in that house! He does.

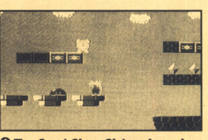
It's these little touches combined with the wonderful cartoon graphics that make *PacLand* so appealing and the difficulty level is set in such a way that you are constantly being tested on your joystick dexterity and arcade skills.

I was lucky enough to pick up the original cabinet (see below) but you can also experience *PacLand* via the excellent C64 version released by Quicksilva in 1988, the nearly arcade perfect PC Engine version or the up and coming totally perfect PlayStation version (under the NAMCO arcade classics label).

This month's small platformer taster wouldn't be complete without at least mentioning a few of the many awesome Mario games. He began his debut way back in 1980 with *Donkey Kong* followed closely by *DK jr, DK 3* and the rather unsuccessful *DK IV* that never made mass circulation due to it being rather similar to the original. From this he bounced back in a coin-op called *Mario Bros*. It's a one or two-player game in which the brothers run around a series of platformed screens attempting to clear it of the usual collection of turtles, flies, crabs and snowmen, which emerge from the pipes. First of all the baddies are punched by jumping at them from a platform below, you then jump up to their level and kick em in. The good thing about all these games are that Nintendo licensed them out onto various formats. The early Mario games can be found on the C64, Spectrum, Intellivision, Collecovision and more! It wasn't until *Super Mario Brothers* that Nintendo fully realised the fact that Mario would play a big part in selling their machines!

Now... I shouldn't really be saying this cos I think it was banned, but Rainbow Arts did a great little *Super Mario Bros* variant on the C64 and Amiga called *The Great Giana Sisters*. The story goes that one night Giana from Milano was fast asleep when she had a dream and found herself in a weird and wonderful 32 level world in search of a giant magical diamond! The game is packed full of surprise bonus blocks and treasure rooms and as you can hopefully see from the screenshot it's very much in the mould of the Mario games. If your lucky enough to find a copy you should snap it up... and send it to me cos I've been after it for years!

Though *Space Panic* was officially the first ever platformer, the one that most people will remember is *Manic Miner* by Matthew Smith on the Spectrum. It was later released onto nearly every machine going due to its incredibly well thought out and devious screens. The object of the game was to guide miner Willy through 20 caverns collecting objects that would open his exit to the next more difficult cavern. Needless to say this is an absolute classic and comes highly recommended along with its sequel Jet Set Willy (though I found the latter infuriating due to the fact that one small error would lead to the dreaded multiple deaths bug!).



The *Great Giana Sisters*. I wonder if they fancied the Mario brothers?

The mining theme was always popular with platform games and provided the storyline and setting to one of my all-time favourites—*Wanted: Monty Mole*. I won't bore you with the storyline except to say that Arthur Scargill's caricature appeared later on, thus getting the game some excellent TV and press coverage during the height of the miners strike. The difference between Monty and Willy is that Monty requires a certain degree of luck to get past the various crushers and the infuriating mine cart sequence. The bright bold graphics and animation of all the characters is superb and rather than hinder the game, the frustrating difficulty of the later levels still keeps me coming back for more.



Monty Mole. Time for a comeback?

I'm going to round off with perhaps one of the rudest and funniest platformers ever. *Chan and Chan* is very much in the *Mario Bros* mould with loads of secret screens and bonuses to be discovered as well as a hero who farts to kill off the baddies. Add the fact that you have to dodge deadly poo and kick your buddy whilst he's peeing in the bushes, this PC Engine title is a MUST HAVE.

Chan and Chan

Hello, I'm the old CVG CHAMP, apparently!

Aw gawd!!! I've got tons left you know... like *Miner 2049'er* and *Bounty Bob Strikes Back*, *Stop the Express*, *Impossible Mission* (AWESOME), *Kangaroo*, *Pitfall*... I'll just have to do another platform special.

Until then... Have a look out for the *Giana Sisters* would ya. Ta.

WIN! A NINTENDO DONKEY KONG 64 CARTRIDGE!

No...sorry not for the Nintendo 64, but a Nintendo cartridge for the Commodore 64! This neat little cart plays a great game of *Donkey Kong* even though there aren't the full four arcade levels. To win it just answer this question:

Q: Mario has only ever played the 'BAD GUY' once! Which game was it?

Send your entries to "DONKEY KONG CABIN COMPO" at the usual address.

BUY YOUR OWN CLASSIC ARCADE MACHINE!!!



If you've ever dreamed of owning your own classic arcade machine, this is the man to see. Simon Green (pictured left) is getting his mitts on loads in the coming months, and even if you don't want a massive cabinet clogging up the living room he might be able to get hold of some PCBs to play through a supergun or a Datel wotsit!

If you're interested give him a ring on 0973 720312 (N.B. Automatics) and see what he's got. This is an excellent opportunity to buy relatively cheap arcade originals. My *Pac Land* is amaaaaaaaaaaazing!!!

CABIN FREEPLAY CLASSIFIED

The winner of the *BARMY BURGER* competition was James Lamb who sent in the original *BURGERTIME* instructions manual and stuff. He got the answer right as well! The VCS is on its way to you... but I'd check out that wiring if I was you, cos it looks like a mouse has been nibbling at the flex.

FREEPLAY FAN

So much of our mailbag received each month is full of opinions about which machine is better than another, and for so many reasons. We wondered if it was about time to open a forum for this kind of banter. So this is the beginning of an answer: two pages full of the pros and further pros of each individual game system. This month we requested the opinions of the 'pros' – people who work for the UK's biggest selling games magazines – deliberately keeping ourselves out of the argument, you see. Read what they have to say, and form an opinion. If this opinion starts burning a hole in your head, let it out. Send it here. Mailbag will continue in the main magazine, but we know this subject is a law unto itself.



LET'S PLAYSTATION!



The Sony PlayStation... let's be honest, it's excellent! Why? Well how many machines not only offer you games with all the quality graphics, CD sound and sheer playability of an arcade machine? Come up with a few names have you? Okay, now tell me how many of those ALSO have about a billion games either scheduled for release before 1997 or at least well into development? Exactly! Never mind your 'wonder machine' Nintendo 64 or second runner Saturn, how about owning a console that has incredible games here and now? If there's one thing that was quite obvious from all of the recent E3 show reports, it's that pretty much every game developer and publisher has one machine foremost in their mind at the moment — yes, it's your favourite and mine, the PlayStation. Considering the machine hasn't even celebrated its first birthday in the UK and yet we've already been privy to such wonders as *Tekken* and the forthcoming *Tekken 2*, *Ridge Racer* and *Ridge Racer Revolution*, *WipEout* and the imminent *WipEout 2097*, it's really becoming very hard to bring the machine down. Ladies and gentlemen, get realistic — get into the PlayStation!

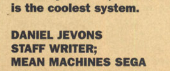
MATT BROUGHTON
DEPUTY EDITOR; MEAN MACHINES PLAYSTATION (OUT SOON!)



↑ *Crash Bandicoot* he's bandi*cool*!!

↑ *Tekken 2* – it's truly awesome!!!

↑ Party time with Buggy Mode in *Ridge Racer Revolution*.

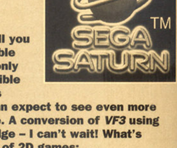


↑ Another hot sequel planned for PS – *Wipeout 2097*.

TO BE THIS GOOD TAKES AGES

My loyalty lies with Sega, and I'll tell you why. Firstly, the Saturn is an incredible piece of hardware: Developers are only just starting to maximise the incredible potential of it! As the Sega Graphics Libraries continue to develop, we can expect to see even more impressive 3D routines in the future. A conversion of *VF3* using the new Sega 8 meg memory cartridge – I can't wait! What's more, Saturn is the undisputed king of 2D games: Capcom have admitted they CAN'T do *Marvel Super Heroes* on PlayStation, and there's no way Sony's machine could match *Guardian Heroes*. Secondly, Sega coin-ops will always be the exclusive property of Sega machines. Even the most loyal Sony or Nintendo fan cannot deny that AM2 are among the finest programming videogame creators around, while AM3 (*Manx TT*), Treasure (*Guardian Heroes*), Team Andromeda (*Panzer Dragoon Zwei*), Sonic Team (*NiGHTS*) and Climax (*Dark Saviour*) all programme exclusively for Sega. *Wipeout* has come to the Saturn, *Ridge Racer* and *Tekken 2* may well come to the Saturn, but *VF2*, *Virtua Cop*, *Daytona*, *Sega Rally* et al will NEVER appear on PlayStation or N64. Finally, Sega culture – to claim you are a Sega fan says something very specific about your game tastes. Sega are cool. They have been and always will be. *Mario 64* may be a more amazing game than *NiGHTS* technically, but there's no debate as to which is cooler. And there's certainly no debate as to which is the coolest system.

DANIEL JEVONS
STAFF WRITER;
MEAN MACHINES SEGA



↑ *Marvel Super Heroes* havoc!



↑ *NiGHTS* – one of the greatest games ever, only on Saturn!



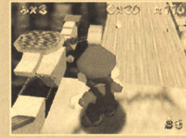
↑ VF2 – arguably the greatest fighting game of all time...

NINTENDO POWER!



Consider Nintendo's back catalogue of Super NES games: ***Super Mario World, Legend of Zelda, Super Metroid, StarFox, Pilot Wings, F-Zero, Donkey Kong Country, Super Mario Kart, Yoshi Island...*** most of these with incredible sequels on N64 here and now, or planned for the near future. These represent the best that video games have to offer. And, of course, I would venture that they are THE best. I can think of no Nintendo game – not even the much underrated Virtual Boy titles ***Galactic Pinball*** and ***Tele-Ro-Boxer*** – that is not a beacon in the field of video games. Even Game Boy is home to some of the all-time greatest exploits of such characters as ***Zelda, Metroid,*** and of course ***Mario.*** In contrast to the relatively shallow action games which characterise Sega and Sony's systems, Nintendo has always been home to the greatest adventures, and most in-depth racing games ever devised. For a while, fans have been concerned that Nintendo had been left behind in the battle for the greatest hardware – but Silicon Graphics helped change all that. So now, not only do we have the greatest possible imaginations working toward producing phenomenal games, but the best possible technology to support them. And, speaking of support, you know that Nintendo won't abandon their hardware until it is well and truly time to lead the industry forward one whole step.

DAVID UPCHURCH
EDITOR; NINTENDO MAGAZINE SYSTEM

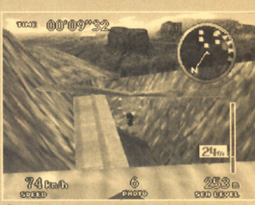


↑ ***Mario 64*** – the best video game ever!



↑ ***Waverace 64*** – fingers crossed, this will amaze too.





↑ A shot of breathtaking flight action, taken from ***Pilot Wings 64.***

PC FOREVER



id software's ***Quake*** sums up to me why the PC could well be the ultimate videogames platform – and will probably remain in that position years after the Nintendo 64 is but a distant memory. Put in simple terms, it's all down to expandability.

Quake looks, sounds and plays brilliantly as a one-player experience. In fact, in single-player mode alone I rank it alongside (if not slightly above) ***Super Mario 64.*** But the PC is the future because of networking.

Sure, one-on-one PlayStation ***Doom*** was great, but PC ***Quake*** allows ***sixteen*** players from across the world to battle it out over the Internet... all for the price of a local phone call. And in its shareware incarnation (another great PC institution), this experience is ***free.***

You can even reprogram the entire game. The PC is a master of adaptability and so is ***Quake.*** The game has its own map editors and programming language, meaning you can design your own game world, change all of the monsters, create your own new weapons... heck, you can even redefine the whole objective of the game to your own specifications!

The current batch of consoles would be hard pushed to replicate the single-player ***Quake*** experience and for the time being, the PC is the only platform truly equipped for cheap, multinational, multiplayer action. And for me, that's the future of games.

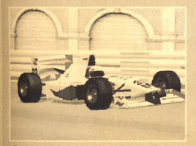
RICH LEADBETTER
EDITOR; MAXIMUM



↑ ***Quake*** from id Software, better than ***Super Mario 64?***



↑ Net play is the only way to play ***Duke Nukem,*** okay!!!



↑ Geoff Grammond's ***F1 GP2.*** A long time coming, BUT...

OLD FATHER TIME

As anyone who knows me will tell you I'm a bit of an owd git. I've been in this industry too long and genuinely think I have seen it all. Well, that's what I used to think. I've had my opinions seriously revised lately with the arrival of a couple of titles. In the first instance, there is ***NiGHTS*** on Sega's tragically underrated Saturn. Not only does it look quite unlike anything previously seen, but it plays in a completely new and wholly unique way. ***NiGHTS*** may just have invented a whole new genre for itself – it's not many games you can say that about. And then there's the small matter of ***Super Mario 64.*** How can I begin to describe a game that is so fundamentally radical in every way? I'd say ***SM64*** has gone a stage further than ***NiGHTS*** in redefining the boundaries of what is possible in a game. I cannot do justice to the ***Mario*** experience in such a short space, it has to be seen moving and played to fully appreciate the groundbreaking importance of this title. No self respecting gamer will want to be without ***Mario 64*** or ***NiGHTS.*** In these two titles, Sega and Nintendo have demonstrated their continuing dedication to the advancement of gaming – something Sony has yet to do.

ANDY MCVITTIE
PUBLISHER; EMAP IMAGES (EX-EDITOR OF NMS)



OH YEAH! OH YEAH!

As you can tell, people in this place are every bit as self opinionated as any dedicated gamesplayer. Do you agree with all that has been said? Or do you think certain points could have been expressed better, or are missed completely?!

Which is your favourite games system, and why? You can be as biased as you like, just make your argument sensible and reasonable. Of course 'all-seeing, all-knowing' opinions are welcome too.

The address:
❤ FREEPLAY FAN! ❤
Freeplay
Computer and Video Games
Priory Court
30-32 Farringdon Lane
London
EC1R 3AU

TIPS

THE LEGEND OF LOMAS

Cowabunga, legend fans. Me tippin' pantaloons be bustin' with maargical lists 'n pokes, so read ye onward. Aaat the moment, me favourite tips be tham thaar Ultimate Kombat Kodes which let me play as me bestest character, Ermac. Oi can do some amazing jugglin' combos for 'im y' know? Enny 'ow, be seein' y' all next munth 'artees. Tips ahoy!

Send your tips, cheats or players guides to:

TIPS SECTION,
CVG MAGAZINE,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON, EC1R 3AU.

Or E-Mail Ed at:
elomas@candvg.demon.co.uk

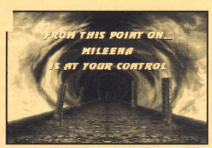
SATURN

ULTIMATE MORTAL KOMBAT 3

Here are the *Ultimate Mortal Kombat Kodes* for the Saturn version which let you play as the three hidden characters. After the Game Over message, the Jltimate Kode screen appears, which s where these codes should be entered. Just put them in as you vould any Kombat Kode by moving each symbol on by the number isted.

Ailleena	***700-723***
Ermac	***964-240***
Classic Sub-Zero	***760-520***

o make Shao Kahn say one of his quotes at the start of the game, enter this code when he laughs at he beginning: **Down, Up, Left, Left, A, Right, Down**. It's the same as the Mega Drive *MK1* "Dullard" code, by he way.



For Free Play mode, start the machine up and go to the skull screen then press **Up, Up, Right, Right, Left, Left, Down, Down** on the second controller.

There's also a hidden treasure for those who complete the game. Move the the far right of the screen and tap **Right** twice to move to a secret option.

TITAN WARS

All of these codes need to be entered when the game's paused. Once you've paused it, press **Right, Down, Down, Left**, then any of these button sequences to get loads more hidden modes.

Horde Level	**C, Up, Down**
Still Trippin' Level	**B, A, Right, Start**
Chowder Level	**Y, Down, Down, Up, Right, C**
Frost Byte Level	**B, Up, Right, Right**
Tracking Weapon	**Left, A, Down, Y**
Guidable Weapon	**B, A, Left, Left**
Detonating Weapons	**Down, Up, Down**
Rally Mode	**Right, A, L, L, Y**
Video Test	**Up, C, B, A, Down**

VIRTUA FIGHTER KIDS

If you've read the review on page 70, you'll see that we've discovered a few excellent cheats already. To recap, you select Dural by going to the Player Select screen and pressing **Down, Up, Right, A+Left** (for silver) or **Down, Up, Left, A+Right** (for gold).

For Wireframe mode, select your character and hold the **L button** until the fight starts. The controls are the same as usual – Left will move your character backwards.
For the translucent Dural, use the usual cheat to access her, then hold **Start and C** until the fight starts. The fish now does all of her expressions!



Move to the far right to get an extra reward for finishing the game.





Kill the cows and Hordelings!

THE NEED FOR SPEED

The secret car – **The Warrior** – can be accessed by using this Tournament code: **TSYBNS**. Not only will you get the super-fast car, you'll also be able to race on the secret track – Lost Vegas. As well as this, you can change all of the tracks into rally mode by holding the **L and R** buttons when selecting a course.



KING OF FIGHTERS '95

It's possible to play as the bosses without having to complete the game! Just go to the Team Edit screen and press and **hold the Start button**. Now press **Up+Y, Right+A, Left+X, Down+B** to get the extra characters.

OPERATION BLACKFIRE

These cheats all need to be entered on the title screen.

Full fuel and energy L, A, Z, Y, A, Down, Down. (Pause to refill).

Level Skip Press and hold C, B, A, Up, then L. Then release A, C, L, then Up. (Hold A, B, C and Up, then press L in the game to skip).

Invincibility Press and hold A, B, then C. Then release C, B, then A. Now press B, A, B, Y, then hold X. Now press Up, then hold Down and release X.

FMV Test Z, A, Z, A, B, A, B, Y, C, A, C, A.

PC CD-ROM

WORMS: REINFORCEMENTS

Go to the weapon options and type **BOBJOB** to get Banana Bombs, Sheep and the Minigun. Also, enter **GREATGIG** as a password in challenge mode to get to the last level. Thanks to **Chris McCarthy from Nottingham** for these cheats.

PLAYSTATION

ADIDAS POWER SOCCER

Here's **Kenneth Sutton from Waterford, Ireland**'s tip for scoring an easy goal. During a match, make sure all your men are in your own half and stand just behind the half-way line and press **Hard Pass**. The goalie should be totally in the wrong place leaving you with an easy goal!

RIDGE RACER REVOLUTION

Rhys Evans from Cardiff has sent in this tip to make your music CDs play faster and higher than usual. By the way, we're not responsible if this ruins your PlayStation or CD.

"Simply loads up RRR and choose a track which will have to be loaded up. Before starting your game, insert a music CD instead of the game disc. Now start the game. As you will see, the loading screen will appear. Swap the CDs back so that the game CD is back in and wait until it has loaded. After the **"3, 2, 1, GO!"**, pause the game and put your music CD back in. When you un-pause, the music will have changed.

After a race, the cheat will stay activated, as long as you don't choose a different track. You can also put a different music CD in, or the game CD back."

SHELLSHOCK

For a level skip, go to the title screen and press **Up, Down, Left, Right, Down, Down, Right, Right, Square**. If you hear a noise then the cheat's worked. A mission select screen will now appear, letting you choose a level, watch the credits and use a sound test.

RETURN FIRE

Here's a list of codes for later levels.

KEY:

U	*Umbrella*
Bd	*Bird*
Bf	*Butterfly*
F	*Flower*
S	*Smiley face*
Cu	*Cup*
R	*Rabbit*
T	*Teddy bear*
Cl	*Clover*
H	*Heart*

1	*U, Bd, Bf, F*
2	*S, Cu, R, U*
3	*R, U, Bd, Bd*
4	*F, U, R, Cu*
5	*Bd, Cu, Bf, Bf*
6	*T, T, Cl, Bd*
7	*R, Cu, U, H*
8	*Cl, Bf, Bd, H*
9	*H, Bf, Cu, H*
10	*U, U, Bd, F*
11	*F, Cu, Cl, Bf*
12	*Bd, C, Bf, Bf*
13	*R, S, F, Cl*
14	*R, S, T, Bd*
15	*F, U, R, Cu*
16	*F, T, H, U*

ZERO DIVIDE

We revealed the cheat to play *Tiny Phalanx* in issue 173, along with loads of others for the game, but we didn't tell you how to become invincible! Start up *Tiny Phalanx*, and go to the option screen. Highlight the speed setting option an press **Left, Up, L2, R2+Triangle**. The screen will go red to let you know that you're invincible.



STRIKER '96

To play against secret teams, including Star Trek, simply win the World Cup tournament. You'll now get an extra cup to compete for with extra teams.







WE'RE STUCK!

If you're stuck on a game, write down exactly what the problem is and send it to:

I'm Stuck!,
CVG,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU.

Dear Cheatmode,
I heard that on *Mortal Kombat 3* for the Mega Drive you can play as Goro's brother "Nitro". Is this true?
Yours Greatfully,
James

CVG: *Of course not.*

Dear C&VG,
Please help me!
Last month I was looking through a mates magazine when I came across the *Ultimate Mortal Kombat 3* players guide... didn't print Classic Sub-Zero's and Ermac's finishing moves... didn't print how to access them and Mileena... Please help!
Tom Dalley, Gloucestershire.

CVG: *At the moment, noone knows the few missing moves for Classic Sub-Zero and Ermac. We don't even know if there are any more. We tell you how to access the characters in the Saturn version this issue.*

Dear CVG Magazine,
I am having problems with *Street Fighter Alpha* on the Saturn. I cannot seem to get Akuma as the final boss character in the story mode. I have tried winning every round with a shadow move, but he does not appear as the last boss.
From Ade, East Ham, London.

CVG: *You should get Akuma at the end of the game if you win at least ten rounds with a super combo finish. Make sure you fight Dan by holding Up and all three punches after each opponent to make it easier. If it still doesn't work, try putting the difficulty setting up a bit.*

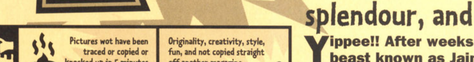
Dear CVG,
I have been stuck on Resident Evil for the PlayStation for over three months now. I am stuck on a number of things:
1. Where is the red jewel?
2. Where is the Helmet Key?
3. How do you open the locked door next to the mirror?

CVG: *Here are answers to a few of your many questions.*
1. In the room with the stuffed animals on the wall.
2. Destroy plant 42.
3. Finish the game first.



drawinz wot you dun

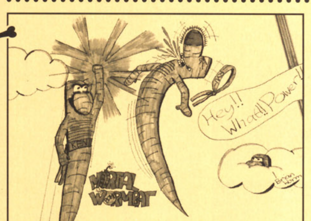
My name is Hunter and i am Jaime's dog and i give a bone to my favourite picture. Woof.



I'm free, free, free! Free to admire your splendour, and curse your abominations!

Yippee!! After weeks of cruel imprisonment, I've escaped from that beast known as Jaime Smith to my Freeplay kennel! Yap! Parp! Pardon me!

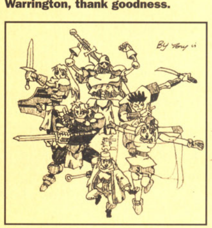
Send 'em in to Drawins Wot You Dun. CVG, Emap Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.



A decent piece of artwork spoiled slightly by the content. Worms Kombat! NNNNOOOOOOO!!!!! No more Worms next time Steven Rounce!



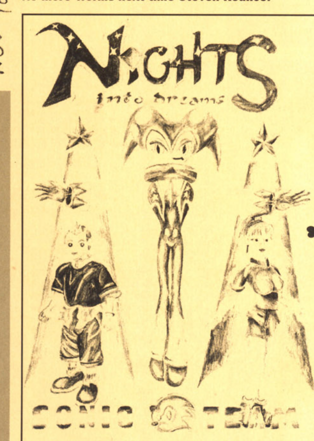
'Sonic and Mario in fight shock'. Only in the imagination of James Warrington, thank goodness.



T'riffic work this Tony VI, drawn in black and white too. Nice one.



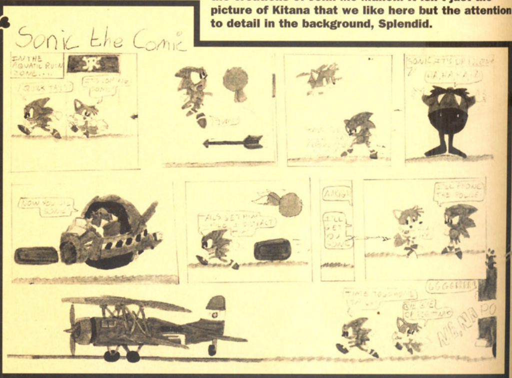
Now then, we receive tons of 'Drawinz' here at CVG and we love them all. But few come close to the creations of John Mc Mahon. It isn't just the picture of Kitana that we like here but the attention to detail in the background, Splendid.



***Nights*, a superb game from the equally superb Sonic Team. Drawn courtesy of Adam Playle.**



Ryu, a tiny picture from the dainty hands of Ruairidh Galbraith (7). Drawn on the head of a pin (lie).



***Sonic the Hedgehog* the comic. Not an original idea by any means, but extremely well drawn and presented. The *Mortal Kombat* strip was also excellent. Well done Tim Butler.**

drawinz wot you dun

FREEPLAY



Ryu again? How about some *Streetfighter 3* characters David Byrne? I know you can do it.



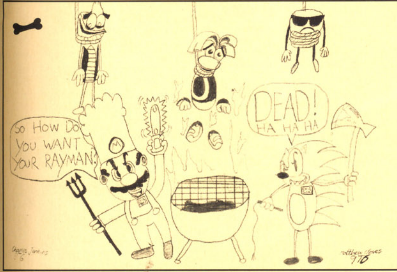
Super Mario boring? Shut up! Anyway Mario never ever ages (he'll live for ever). Well drawn though Matthew Slack.



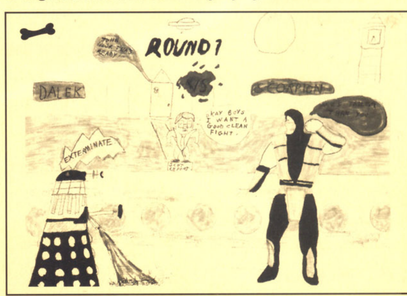
Tip top watercolours from the steady hand of Michael Mcgarry.



Original artwork? It's terrific anyway. By Richard Fawcett.

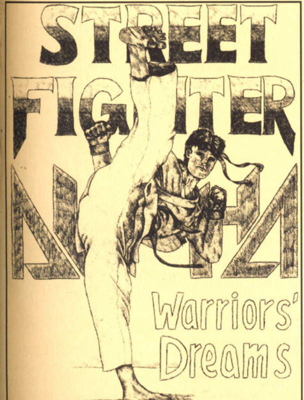


Now this is what I like to see. *Sonic*, *Mario* and death to the fiendish three. Excellent, eat them alive! By Charles Jenkins and Matthew Cloves.

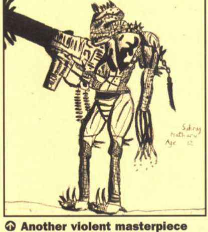


Mortal Kombat 4 development sketches? Or the deranged etching of a Doctor Who-crazed Madman. Only Gary Dawson knows the truth.

drawinz wot you dun



Street Fighter Alpha. I tell you, there's only one game better, can you guess what it is? Brilliantly drawn Andrew Pepper. Time well spent!



Another violent masterpiece courtesy of Subray Matharu.



No, no, no, no, no, no, no. NO! No thanks to Saffuan Shahabuddin!



Ed Lomas's dreams become a reality from the evil genius that is "Sampo"?.

FREEPLAY



SOUL EDGE MOVES LIST

What with the machine arriving in more arcades now, as well as the new Ver. II becoming available, there are going to be more *Soul Edge* players. Because of this, we're giving away a load of moves and combos, useful to both beginners and regular players alike. Also, you're going to want to get some practice in, as the PlayStation version arrives pretty soon! If you want any more information about *Soul Edge*, here's the best internet site dedicated to it:
http://www.umsl.edu/~s969209/souledge/

KEY:

G	Guard
H	Horizontal Attack
V	Vertical Attack
K	Kick
f	Forwards
b	Backwards
u	Up
d	Down
HCF	Half Circle roll Forwards
HCB	Half Circle roll Backwards
QCF	Quarter Circle roll Forwards
QCB	Quarter Circle roll Backwards

GENERAL MOVES

GETTING UP

When knocked down, there are a few ways of getting up again. Tap these buttons and directions repeatedly – the faster you do so, the faster you get up.

u + G	Roll away from screen
d + G	Roll towards screen
f	Roll forwards
b	Roll backwards
K	Low Kick
V	Medium Kick
H	Weapon attack

SIDESTEPPING

d, d	Step towards screen
d, u	Step away from screen

SLIDING TACKLE/GRAB

To run at a player and knock them over or throw them, depending on your character.

(when running) f, f + K

WEAPON LOCK

When two powerful attacks hit one another, the weapons may lock together. When this happens, tap any of these buttons repeatedly.

H	High attack
V	Mid attack
K	Sweep

H+V+K If both players press these buttons at once, the weapons will unlock with no damage to either character.

SUPER STRIKES

If the H+V+K buttons are hit at the same time, part of the sword meter will flash. An automatic combo will then be performed, costing you the portion of your meter. If performed to finish an opponent, a special finish move will be done instead.

CHARACTER MOVES

LI LONG

MOVES

Rope Attacher	b+ H
Low Blow	f+ H
Rope Skipper	db+ H
Turn Around	HCB
Turn Around Slice	HCB+ H
Crazy Windmill	H+ V
Twin Arrow	f, H+ V
Upward Swipe	db+ V
Straight Stab	f, f+ V
Punisher Whip	f, hold f+ V
Nunchuku Foot Spin	QCF+ V
Turn Around/Stab Backwards	HCB+ V
Hopping Side Kick	df+ K
Leg Take Down	f, hold f+ K

COMBOS

Thunderstorm	H, H, H
2 slices and low slice	H, H, d+ H
Low slice and high slice	d+ H, d+ K
Jackhammer	H, H, K
2 Slices and leg sweep	H, H, d+ K
2 Slices, leg sweep, slice	H, H, d+ K, V
2 High slices and a kick	H, V, K
2 High slices and low kick	H, H, d+ K
A slice, then another slice	d+ H, u+ V
Hail Storm	V, V, V
3 Slices	df+ V, V, V
2 Slices	V, H
2 Slices	db+ V, H
Slice then kick	V, K
2 Straight stabs	f, f+ V, V
Twin Harpoon	K, K
Harpoon Driller	K, d+ K
Kick and slice	K, d+ H

THROWS

Leg Hook	G+ H
Neck breaker and slash	G+ V

FLOORED OPPONENT

Quick Stomp	u+ H or V
HardStomp	hold u+ H or V
Foot Stomp	df+ K

CRITICAL EDGE

H+ V+ K

Extender	f, hold f+ H+ V

MITSURUGI HEIJIROH

MOVES

Power Spinning High Slice:	b+ H
Shin Slicer	db+ H
Steel Slicer	H+ V
Phoenix Tail	f, f+ H+ V
Wasp Stinger	f+ V
Thunder Strike	f, f+ V
Leg Sweep	d+ K
Side Kick	df+ K
Straight Kick	b+ K

COMBOS

No Escape	H, H, H
2 High Slices, Low Slice	H, H, d+ H
Windstorm	H, H, V
Three Punches(w/o weapon)	H, V, H
2 High, 1 Mid, Upward	V, V, H, V
2 High, 1 Mid, Low Slice	V, V, H, d+ H
Leg Sweeper	f+ K, V
Sweep to an Upward Slice	d+ K, V
Forward Kick, Downward Slice	b+ K, V

THROWS

Triple Power Slice	G+ H
Front and Back Slice	G+ V
Over the Shoulder (without weapon)	G+ H
Spinning Back Throw (without weapon)	G+ V

FLOORED OPPONENT

Quick Sword Drive	u+ H or V
Hard Sword Drive	hold u+ H or V
Sword Stab	df+ V

CRITICAL EDGE

H+ V+ K

Extender	HCF+ V+ K

VOLDO

MOVES

Praying Mantis	H+ V
Leg Trap	f, f+ H+ V
Deadly Rose	H+ K
Heaven's Swing	d+ V
Demon Elbow	f, f+ V
Double Low Kick	df+ K
High Vertical Kick	db+ K
Turn Backwards	HCB then to roll use G+ H or G+ V

COMBOS

Dark Shredder	H, V, H
Rat Chase	d+ H, H, H
Mutilator	H, H, V
Killer X	V, V
5 Overhead Slices	V, V, V, V, V
2 Spinning Upward Slices	d+ V, V

THROWS

Spin Opponent on Katars	G+ H
Crab Walk	G+ V
Driller	QCF+ G+ V

FLOORED OPPONENT

Quick Katar Drive	u+ H or V
Hard Katar Drive	hold u+ H or V
Stab	df+ H then H, H

CRITICAL EDGE

H+ V+ K

Extender	u, d+ H+ V

TAKI

MOVES

Backflip	ub
Hard Slice	b+ H
Fast Low Slice	d+ H
Reaping Hook	db+ H
Highslice	f, f+ H
Roll Forward	QCF+ H
Forward Leaping Kick(turns you backwards)	f, f+ H+ V
Handstand Spinning Kick	H+ K
Handstand into a Spinning Kick	f, f+ H+ K
Upward Slice	V
Slower Low Slice	d+ V
Mid-Level Stomach Stab	f, f+ V
Death Spin	QCF+ V
Windmill Kick	Hold f+ K
Spinning Sweep	d+ K
Overhead Flip Kick	f+ K
Roundhouse	QCB+ K
Whirlwind	f, hold f+ K
Mid-Level Jump Kick	f, f+ K
Roll into a Low Sweep	QCF+ K

COMBOS

Thunder & Lightning	H, H, H
2 High Slice and Low Slice	H, H, d+ H
2 Slices and a Glowing Slice	H, H, V
Killer Ice Pick(4 Different Slices)	f+ H, V, V, V
2 Slices and a Kick	H, V, K
2 Slices and a Sweep	H, V, d+ K
Slice then Heel Kick	H, K
Slice then Mid Kick	H, d+ K
Lightning Strike	V, V, V
3 Slices	V, V, H
Upward Slice then Downward Stab	V, H
2 Slices and a Kick	V, H, K
2 Slices and a Sweep	V, H, d+ K
Death Spin and Air Kick	QCF+ V, K
Slice then Heel Kick	V, K
3 Slices and a Kick	V, V, H, K
Shooting Stars	K, K, K
2 Side Kicks and a Glowing Side Kick	df+ K, K, K
2 Kicks and Leg Sweep	K, K, d+ K
Great Loop	d+ K, K
2 Roundhouses and a High Slice	K, K, H

THROWS

Waist Slam	G+ H
Cut Throat	G+ V
Triple Punishment	QCB+ G+ V

FLOORED OPPONENT

Quick Katana Stab	u+ H or V
Hard Katana Stab	hold u+ H or V
Backflip Stomp	df+ K

UNBLOCKABLE
Super Hit HCB+ V

CRITICAL EDGE
H+ V+ K
Extender d, u+ V+ K

SOPHITIA ALEXANDER
MOVES
Maiden Revenge b+ H
Stab f+ H
Low Slice df+ H
Spin Ankle Kick H+ K
Sunrise Slice d+ V
Fast Turning Slice db+ V
Turning Slow Slice b+ V
Angel Strike QCF+ V
Running Shield Uppercut f, QCF+ V
White Flash uf+ K
Low Kick df+ K
Moon Flip db+ K

COMBOS
3 Slices H, H, H
2 Slices and a Turn Around Ankle Slice H, H, d+ H
2 Slices and a Sunrise Slice H, H, V
2 Slices and a Flip Kick H, H, K
3 Slices and a Roundhouse H, H, H K
2 High Slices and a Leg Sweep H, H, d+ K
3 Medium Slices (The Conductor) V, V, V
2 Slices and a Shield V, V, H, V
2 Slices and a Shield and an Overhead V, V, K, K
2 Slices and 2 Kicks V, V, d+ H
2 Slices and a Low Slice V, V, d+ K
2 Medium Slices and a Leg Sweep b+ H, V
Turning Slow Slice, then a Fast Slice b+ H, V
White Flash Followed By Ballerina Slice uf+ K, H
White Flash Followed By Sword Pounce uf+ K, V
White Flash Followed By Backflip uf+ K, K
2 Kicks, A Shin Kick, Side Kick K, K, d+ K, f+ K (slowly)

THROWS
Knee to the Nuts G+ H
Neckbreaker G+ V
during Neckbreaker d+ H+ V+ K

FLOORED OPPONENT
Quick Short Sword Pounce u+ H or V
Hard Short Sword Pounce hold u+ H or V
Stab hold df+ V then V, V, V

CRITICAL EDGE
H+ V+ K
Extender QCF+ G+ H

SIEGFRIED
MOVES
Wheel Turner f+ H
Turn Slice b+ H
Hopping Late Horizontal Slash uf+ H
Spinning Roundhouse Kick H+ K
Sledge Hammer f, f+ H+ V
Jump Kick On Sword Lift f, f+ H+ K
Drilling Horn f+ V
Sword Impale db+ V
Headbutt b+ V
Upward Vertical Slash df+ V
Crouching Downswing d+ V
Gut Stab f, f+ V
Skull Scrapper b, b+ V
Double Kick K
Running Leg Take Down f, f+ K

COMBOS
Double Horizontal Slash H, H
High Swing, short pause, then a Low Swing H, d+ H
Spiral Attack H, H, V
100% Spiral Attack, Glowing Zweihander Smash H, H, V, QCF+ V
Brain Masher V, V, V
100% Brain Masher, Glowing Zweihander Smash V, V, V, QCF+ V
Double Headbutt b+ V, H
Triple Headbutt b+ V, H, V
Cross Cutter V, d+ H
One Downswing then a Frontal Kick V, K
Two Downswings then a Frontal Kick V, V, K
Black Mail b, b+ V, V
Crouching Kick then Leg Sweep df+ K, K
Crouching Kick, Leg Sweep, Headbutt df+ K, K, V

THROWS
Pommel Strike G+ H
Double Slash G+ V
Pull your opponent's feet out d+ G+ H
Impale db+ V during b+ V move

FLOORED OPPONENT
Quick Sword Pounce u+ H or V
Hard Sword Pounce hold u+ H or V
Sledge Hammer f, f+ H+ V
Stomp hold df+ K then K, K, K

UNBLOCKABLE
Glowing Zweihander Smash QCF+ V

CRITICAL EDGE
H+ V+ K
Extender f, d, df+ V+ K

SEUNG MINA
MOVES
Back Glaive Strike f+ H
Spinning Sparrow df+ H
Starlight Explosion H+ V
Low Slice df+ V
Axle Kick V+ K
Spinning Blade f+ K
Mountain Crusher f, f+ K

COMBOS
Sparrow's Rush H, H, H
Glaive Slice, Back Glaive Slice H, f+ H
Glaive Slice, Back Glaive Slice, Slice, Leg Sweep H, f+ H, H, d+ K
2 Slices and an Upward Slice H, H, V
Slice and a Kick f+ H, K
2 Slice s and a Roundhouse H, H, K
3 slices (Sparrow's Rush) and a Whirlwind Kick H, H, H, K
3 slices (Sparrow's Rush) and a Leg Sweep H, H, H, d+ K
Starlight Explosion, Glaive Spin H+ V, f+ H
Starlight Explosion, Glaive Spin, Overhead Slice H+ V, f+ H, V
2 Starlight Explosion H+ V, HCB+ V
Meteor Shower V, V, V
100% Meteor Shower, Glowing Glaive Smash V, V, V, uf+ H+ V
Triple Wave V, V, d+ H
2 Slices V, H
High Slice, Low Slice V, d+ H
Slice, Kick V, K
Glaive Stab Followed By Downward Slice f+ V, V
Glaive Stab Followed By Wrap-A-Round Slice f+ V, H
Glaive Stab Followed By Ankle Chop f+ V, d+ H
Skyscraper b+ V, d+ H+ V
Running Triple Kick f, f+ K, K, K

THROWS
Flip Over Slam G+ H
Trip G+ V

FLOORED OPPONENT
Quick Sword Drive u+ H or V
Hard Sword Drive hold u+ H or V
Stomp df+ K

UNBLOCKABLE
Glowing Glaive Smash uf+ H+ V
Fake Glowing Glaive Smash as soon as you go into it, press and hold G

CRITICAL EDGE
H+ V+ K
Extender b, b+ H+ V

ROCK ADAMS
MOVES
Discus Thrower db+ H
Shin Slicer f+ H
Axe Swing f, f+ H+ V
Bear Tackle b+ H+ V
Wishbone f, f+ H+ K
Sky Splitter df+ V
Headbutt b+ V
Pushing Axe f, f+ V
Rock Climber f+ K
Leg Sweep db+ K
Buffalo's Charge f, f+ K
Hit Ground Opponent u+ K

COMBOS
Cut-to-Pieces H, H, H
Tidal Wave f+ H, H, H
Tornado f, f+ H, V
Axe Swing, Poke H, V
Axe Swing, Roundhouse H, K
2 Axe Swings b+ H, V
Low Swing, Sunrise Axe d+ H, V
2 Low Swings, Regular Swing d+ H, H, V
Piston Attack V, V, V
Front Axe, Back Axe V, H
Side Kick, Axe Swing df+ K, H

THROWS
Throw'em Down G+ H
Headbutt and Smash'em G+ V
Face Mask Slam QCB+ G+ V

FLOORED OPPONENT
Quick Axe Pound u+ H or V
Hard Axe Pound hold u+ H or V
Leg Grab, Swing, and Toss (feet must be facing toward you) df+ G+ H

CRITICAL EDGE
H+ V+ K
Extender QCB+ G+ H

HWANG
To access Hwang, follow these instructions, unless you're playing *Ver. II* where he's regularly selectable. Note: Hold your Start button all the time while doing either of these cheats.

Player 1
Start at Mitsurugi and press **Up, Down**
Move to Taki and press **Up, Up, Down, Down**
Move to Rock and press **Down, Up, Down, Up**
If you hear a noise, move to the left to get Hwang.

Player 2
Start at Siegfried and press **Up, Down**
Move to Li Long and press **Up, Up, Down, Down**
Move to Voldo and press **Down, Up, Down, Up**
If you hear a noise, move to the right to get Hwang.

MOVES
Power Spinning High Slice b+ H
Steel Slicer H+ V
Phoenix Tail f, hold f+ H+ V
Wasp Stinger f+ V
Fast Spinning Slice b+ V
Thunder Strike f, hold f+ V
Leg Sweep d+ K
Side Kick df+ K
Roundhouse b+ K
Running Slide f, f+ K
Double Kick K
Hopping Turn Around Kick f, hold f+ K

COMBOS
No Escape H, H, H
2 High Slices then a Low Slice H, H, d+ H
2 High Slices, Crescent Slice H, H, V
Whipping Slice, Mid Slice, Overhead Slice df+ H, H, V
2 High Slices, Mid Slice, and Upward Glowing Slice V, V, H, V
2 High Slices, Mid Slice, and Low Slice V, V, H, d+ H
Side Kick and Overhead Kick K, K
Hopping Triple Turn Around Kicks f, hold f+ K, K, K

THROWS
Triple Power Slice G+ H
Front and Back Slice G+ V
Over the Shoulder (without weapon) G+ H
Spinning Back Throw (without weapon) G+ V

FLOORED OPPONENT
Quick Sword Drive u+ H or u+ V
Hard Sword Drive hold u+ H or hold u+ V
Foot Stomp df+ K

CRITICAL EDGE
H+ V+ K
Extender HCF+ V+ K

THE END. AMEN

QUAKE BITS

We love *Quake*, as you can tell by the way we've been covering it every single month for half a year. Now that the shareware version is available to everyone for free, we decided it would be worth giving you some basic info on where to play *Quake* on the internet, and how to configure the game just how you want it. Please note that some of these things (like the crosshair) will only work on shareware version 1.00 and above.

EURO SERVER LIST

One of the best things about *Quake* is that it can be played over the internet, something we've been doing a lot recently. Here's a selection of a few European servers, with their address and a ping time rating based on our connection from London. These ratings are just a general guide, and will vary greatly depending on your location and your connection. Check "*The Quake Stomping Grounds*" server list regularly, as new servers are appearing every day.

194.198.120.13	Aas, Norway	Very Good
194.72.76.106	London, UK	Very Bad
130.89.231.110	The Netherlands	Very Good
130.209.45.28	Scotland	Good
139.124.44.104	Marseille, France	Very Bad
161.72.14.234	Spain	Reasonable
193.114.84.16	Belfast, N. Ireland	Terrible
134.184.26.51	Belgium	Okay
194.239.25.28	Denmark	Okay
194.51.86.99	Spain	Okay
130.233.34.217	Finland	Okay
146.227.102.101	UK	Good
194.52.84.5	Sweden	Pretty Good
193.166.64.4	Finland	Good

THE TOMINATOR

WARRIOR DATA

Real Name Tom Guise
Favourite Message *"Tominated"*
Colours *Red and Blue/White and Green*
Special Features *Stupid control system, a warped view button, and a "Transmute" key to change costume during the game.*

CHIMPANZI-MANS

WARRIOR DATA

Real Name Phil Dawson
Favourite Message *"You slipped on my banana skin" (No sense of humour)*
Colours *Random*
Special Features *Runs around aiming at the floor while trying to look into the top of the PC. He doesn't under stand 3D games.*

GROVER

WARRIOR DATA

Real Name Paul Davies
Favourite Message *"Up the stairs, down the stairs"*
Colours *Blue/Blue and Red*
Special Features *Super Grover button which changes costume and name.*

PINK FLOYD

WARRIOR DATA

Real Name Ed Lomas
Favourite Message *"Hello"*
Colours *Pink and Pink*
Special Features *Sniper mode, speaks in Pink Floyd lyrics.*

MR T

WARRIOR DATA

Real Name Jaime Smith
Favourite Message *"I pity the poor fool!"*
Colours *Orange and Blue*
Special Features *Hasn't learned to use the run key yet.*

MIKE

WARRIOR DATA

Real Name Mike
Favourite Message *All of Mike's messages are unprintable.*
Colours *Completely Blue*
Special Features *None. Hardcore fighting machine with a bad sense of direction.*

Also, look out for Mr Fer (Rad Automatic) and The Master (Rich Leadbetter) who work in the same office and play Quake with us.***

We skip around these sites all the time, so keep an eye out for the terrifying CVG Quake warriors. And give us a chance because our connection is always a bit bad, it's not that we're rubbish and can't handle 15 opponents at once. Oh no.

CONSOLE COMMANDS

These are all commands which can be used from the Quake console in the game. There are literally hundreds more, but these are the most useful and interesting to players.

PING	Displays the ping time in milliseconds (how long it takes to send and receive information to the server – over 400 is pretty much unplayable)
RECORD	*[demo name] [ExMx]* Use to record a demo of any level.
STOP	Stops recording a demo.
PLAYDEMO	*[demo name]* Use this to play a demo back.
SND_SHOW	Displays all the background ambient noises on screen.
GOD	Toggles God mode on and off.
FLY	Toggles flying mode on and off. Use the move up and move down keys to fly.
IMPULSE 9	Gives player all weapons and keys, including the Thunderbolt.
IMPULSE 255	Gives player Quad Damage.
MAP	*[ExMx]* Warps to any level in the game.
REGISTERED 1	Makes the shareware version think it's registered. On the start map, the other three episode gates can be opened, revealing more weapons and items, including the Thunderbolt. Whenever an episode other than the first is entered, the game will hang.
FOV	*[number]* Alters the player's field of vision. The default is 90, and numbers like 200 give a warped view. Lower numbers gived a zoomed view.
GIVE	*[s/n/r/c/h] [amount]* Gives the player any number of a certain item. The first letter relates to different things: S for Shells, N for Nails, R for Rockets, C for Cells, H for Health.
NOCLIP	Turns all player clipping off. This lets you walk through walls and objects. By using it with the FLY command and going above the level, a map-like over head view can be accessed.
NOTARGET	Computer enemies will not attack until they are shot first. They cannot see you at all.
TIME_REFRESH	Freezes the game and rotates the view to calculate the current frame rate.
CL_ROLLANGLE	*[number]* Sets how much the player view banks when strafing. By setting it to 10, you'll lean a lot. It's useless, but interesting.
R_FULLBRIGHT 1	Setting this to 1 turns all the brightness in the whole level to maximum. The textures look a bit rubbish, but you can see everything.
SV_FRICTION	*[number]* The default is 4. Lower the friction to give the impression of playing on ice.
SV_GRAVITY	*[number]* The default is 800. Lower it to about 100 to get similar gravity to the secret level.

CONFIG CHAOS

Here are some examples of alias sections of our config files. Aliases set up a single button in the game which will activate certain options. Once you've put these lines in your config file, set a key to activate the mode by adding a line at the bottom like this:
BIND *[key name]* XRAY_T or CLOSE_T or whatever

FOR X-RAY VISION:

```
alias xray_t xray_on
alias xray_on "alias xray_t xray_off; r_draworder 1 "
alias xray_off "alias xray_t xray_on; r_draworder 0 "
```

FOR A SNIPER MODE WHICH ZOOMS IN AND PUTS A CROSSHAIR ON:

```
alias close_t close_on
alias close_on "alias close_t close_off ; crosshair 1 ; zoom_in"
alias close_off "alias close_t close_on ; crosshair 0 ; zoom_out"
```

FOR THE TOMINATOR'S TRANSMUTE MODE WHICH CHANGES COLOUR DURING THE GAME:

```
alias color_t color_on
alias color_on "alias color_t color_off ; color x x ; say Transmute! "
alias color_off "alias color_t color_on ; color x x ; say Transmute! "
```

TO PLAY SO THAT IT LOOKS LIKE TOM'S TAKEN HIS GLASSES OFF:

```
alias glass_t glass_on
alias glass_on "alias glass_t glass_off ; fov 150 "
alias glass_off "alias glass_t glass_on ; fov 90 "
```

TO SEND A MESSAGE WITH THE TOUCH OF ONE BUTTON:

```
alias mess_t mess_on
alias mess_on "alias mess_t mess_on ; say xxxxxxxxxxxxx"
```

Here's Ed's entire config file to demonstrate one way of setting up your own character options. You can also add a load of pointless buttons which can only be used in one player mode, like X-Ray vision and maximum brightness mode.

```
bind mouse2            +jump
bind mouse1            +attack
sv_maxspeed 400
cl_forwardspeed 250
cl_backspeed 225
bind SHIFT             +speed
scr_conspeed 3000
lookspring 150

alias maim_t mlook_on
alias mlook_on "alias maim_t mlook_off ; +mlook "
alias mlook_off "alias maim_t mlook_on ; -mlook "

alias close_t close_on
alias close_on "alias close_t close_off ; crosshair 1 ; zoom_in"
alias close_off "alias close_t close_on ; crosshair 0 ; zoom_out"

alias chair_t chair_on
alias chair_on "alias chair_t chair_off ; crosshair 1 "
alias chair_off "alias chair_t chair_on ; crosshair 0 "

hostname Lomung
bind   LEFTARROW     +moveleft
bind   RIGHTARROW    +moveright
bind   ENTER         +mlook
bind   INS           +moveup
bind   CTRL          +movedown
bind   m             maim_t
bind   z             close_t
bind   c             chair_t

color 8 9
name Pink_Floyd
com2 -cts -dsr -cd
vid_mode 11
sensitivity 2
gamma .6
+mlook
```



TELL US WHAT YOU KNOW!

More *Quake* servers are being launched every day, and more excellent console commands are being learned all the time, so if you ever discover anything really cool, tell us about it! If you create a level for *Quake*, or create anything else to do with the game, just send it in or tell us where we can get it. We'll give it a review in the mag and let everyone else know too! In fact, if you find anything interesting or cool to do with any great game, just send it to the usual address (have a look on the back page of FreePlay and mark it with whatever's in it) or E-Mail Ed at: elomas@candvg.demon.co.uk. See you on the information super-highway, fragfiends!

Track & Field International Tips

There are loads of ways to play this. You can play for fun, messing about and enjoying yourself; or you can take it too seriously, work out strategies and not have any fun. This technique guide is for sad people who want to do the latter.

100 METRES

Don't bother looking at the screen. Concentrate totally on speed and don't bother dipping for the line as it isn't worth losing your concentration.

LONG JUMP

Don't start running at full speed right at the start or you'll tire by the jump. Instead, tap slowly until you get going, then go flat out as you reach the board. Then hold the jump button to get an angle of around 45 degrees. Stop running as soon as you take off or you'll kick your legs out and land on your back, knocking a few centimetres off your distance.

100 METRE FREESTYLE

Remember that the start comes straight after the first message. Attempt to go completely flat out for the whole two lengths, remembering to turn halfway through. The turn is a good place to rest for a second or switch hand positions to one which is easier on the fingers for the second half.

SHOT PUT

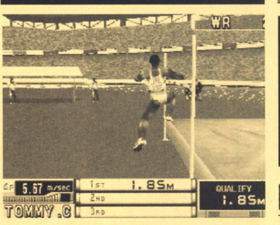
The power and angle are of equal importance here. Start holding the jump button about one quarter circle to the right of the throwing area, and releasing it as you are straight on to get an angle of around 45 degrees. It's better to be a few degrees below than above.

110 METRE HURDLES

Simply go as fast as possible, but always concentrate on timing the jumps. At high speeds, you need to press the jump button as soon as the runner lands from the last jump to make him get over the next hurdle. In multi-player mode, going much faster than everyone else at the beginning will make them get left off the screen, meaning that they run into all their hurdles, thus getting you loads of points more than them.

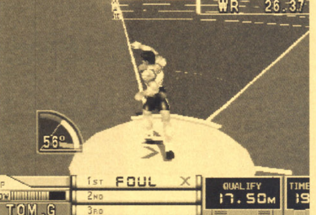
HIGH JUMP

Though the power bar fills very easily, it's worth going flat out just before the jump to make totally sure that you get the maximum speed. To make timing the jump easier, count ten steps from the beginning. If you can clear 2.70 before the third attempt, you'll be able to move the bar off the top of the posts to 2.99, making mega records possible.



TRIPLE JUMP

As with the Long Jump, don't go too fast at the start of the run up. Press the button as you land for each jump, and keep tapping away all the time. Get an angle of around 45 degrees and stop running when you take off to roll when you land.



POLE VAULT

It's hard to get a lot of speed here and get the timing of the jump right. There aren't really any tips worth offering, other than to bash away as fast as possible and get the timing spot on.

HAMMER

Don't tire yourself out with loads of speed at the start – instead, build your speed up so that you're going as fast as possible just for the throw. Watch the direction indicator until it turns orange, then throw it the next time around. It's also possible to get quite a big distance by releasing the hammer when the indicator is yellow, you know. The best angle is around 45 degrees again. As with the discus, it's possible to curve the line of the hammer by tapping either run button when it's in the air.

JAVELIN

Run as fast as possible, and start holding the jump button as soon as the angle indicator appears, then release it just before the line. This should give you an angle of around 45 degrees. Again.

DISCUS

The character just spins around one and a half times, and the jump button only needs to be pressed quickly to get the 45 degree angle. Don't try holding the button as long as the other throwing events or you'll just chuck the discus a few metres. If the discus appears to be going out of the scoring area, it can be curled back by tapping either the left or right run button to bend it to that side.

HIGH SCORES PLEASE!

We want your best results and overall scores to print in out High Scores section. If you think you're particularly good in any event and want to tell the world about it, send them to us. Keep your PS memory card with the times on it, or keep a photo of the screen showing your scores as we'll ask for proof. Don't worry if you can't beat Ed's scores below, we want to compile a list of reader's scores only.

Best Overall Score	16232 points
100 Metres	7.74 seconds
Long Jump	10.70 metres
Shot Put	26.37 metres
100 Metres Freestyle	44.32 seconds
110 Metres Hurdles	9.63 seconds
High Jump	2.80 metres
Hammer	105.82 metres
Triple Jump	20.37 metres
Javelin	105.05 metres
Pole Vault	6.25 metres
Discus	91.23 metres

FREEPLAY CLASSIFIED

GAMES

WANTED: SPEEDBALL 2 FOR GAME BOY. WILL BUY OR SWAP FOR THE GAME. RICHARD PEALL, 13 GROVE AVENUE, YEOVIL, SOMERSET, BAZO 2BB.

CYBERNATOR FOR SALE OR SWAP (£10). IF INTERESTED CALL ADAM NEWMAN,01827 66485.

FOR SWAP: JUMPING FLASH OR DESTRUCTION DERBY FOR WORMS OR ANY GOOD GAMES. ALSO I HAVE TEKKEN AND DOOM ON OFFER. NICK BYRNE 01263 824394, NORFOLK.

FOR SALE: VF2 (JAP) £30, UNIVERSAL ADAPTOR £25, VAMPIRE HUNTER (JAP) £40, THE LOT £90. IAN DE MARIA, 0181 796 3674.

PLAYSTATION GAMES FOR SALE: WIPEOUT, THUNDERHAWK 2, FIFA '96, WRESTLEMANIA.CALL 01525 750351 ASK FOR CHRIS (AFTER 4.30pm). ALSO LOADS OF SEGA MAGAZINES FOR SALE.

FOR SALE: WING COMMANDER 3 £33. STEPHEN YOUNG, 01277 365682, ONGAR, ESSEX.

FOR SALE: DESTRUCTION DERBY + ACTUA SOCCER FOR £25 EACH. ALIEN TRILOGY + TEKKEN FOR £30 EACH. 01763 245587, ED TREMAINE. PHONE BEFORE 12PM OR AFTER 7PM.

CONSOLES

FOR SALE: UK PLAYSTATION WITH 6 GAMES, SCART LEAD AND STEERING WHEEL. ALL FOR £300. ROBERT WATERS, LONGFIELD, KENT, 01474 873768

PLAYSTATION (JAP): PLAYS EURO AND US. 11 GAMES TEKKEN (1&2), ADIDAS SOCCER. SERIOUS OFFERS ONLY + SUPERGUN WITH SPLATTER HOUSE, WWF SUPERSTARS, WRESTLE FEST. CONTACT: HAKAN VOLKAN, 0956 810249 OR KM519@RE.AC.UK

PANASONIC 3DO, SCART, 15 GAMES INCLUDING N.F.S, ROAD RASH, STARFIGHTER. 2 PADS ALL BOXED EXCELLENT CONDITION. ALL FOR ONLY £200. CHRISTOPHER MOONEY, WATERLOO, LIVERPOOL, 0151 474 6398.

MEGADRIVE WITH 16 GAMES AND MENACER GUN £120. ALSO SUPER NES £80 WITH 7 GAMES AND SUPER GAME BOY. SIMON HOINCA, BEDFORD, 01234 348129.

AMIGA 500+, OVER 50 GAMES WITH BOX, 1 MEG UPGRADE, JOYSTICKS, EXTRA DRIVE, MOUSE, TABLE IF WANTED £175. OR SWAP FOR PLAYSTATION. MARK GLOVER, WARLEY, WEST MIDLANDS, 01384 259157.

CONSOLES

SWAP MY SNES, ACTION REPLAY, TURBO PAD, 14 GAMES (INC DKC, MARIO ALL STARS, SECRET OF MANA, STARWING). WORTH £530 AT LEAST, FOR PLAYSTATION AND GAME.

SWAP SNES, 5 GOOD GAMES, UNIVERSAL GAMES ADAPTOR & 3 JOYPADS (GOOD COND), FOR SATURN WITH 1 PAD + EITHER VF2, VC OR SEGA RALLY. CONTACT: S MORRISON, ABERDEEN, 01224 323113.

SEGA MEGADRIVE AND MEGA CD, 8 CARTS AND 7 CD GAMES, 6 MONTHS OLD SELL FOR £200. MATHEW WARKE, RUGELEY, STAFFS, 01889 575790.

SWAP PC ENGINE, SUPER GRAFX + CASH FOR PC ENGINE 5" INCH LT OR 3DO. CALL PETER LEA 01382 624117, SCOTLAND.

I WILL SWAP A MEGADRIVE WITH 3 PADS AND 12 GAMES FOR A SATURN WITH 2 PADS, GUN AND 4 GAMES. STEPHAN DOUGLAS, 01277 365682, ESSEX.

FOR SALE: MEGADRIVE AND SUPER NINTENDO. MANY TOP TITLES INCLUDED OPEN TO OFFERS, CALL PHIL AT CVG HQ.

FREEPLAY FANZINES



Last month, in an effort to spur you into a creative frenzy, we printed a fanzine which was so impressive it succeeded in landing its creator a job here. We also went on to tell you how, within months of his employment, he earned himself a job on a US games mag in sunny LA. The response to this fairytale has been incredible. No fanzines have come in this month! Perhaps you're all hard at work on your own awesome publications. Well whatever, here's another excellent fanzine which granted its owner work at this very company. He's since earned massive respect for his efforts and was even selected to contribute to our Freeplay Fan page this month. Can you guess which one he is.

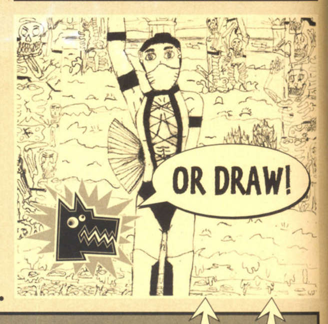
Capcom Fanzine is clearly the work of a true fan of the legendary software house. Packed with news, previews, reviews, historical features and moves guides, it's extremely informative, well-presented and clearly demonstrates its author's abilities. What's more, it made them a fair bit of money too! If this hasn't got you buzzing with the idea of putting together your own fan magazine, goodness knows what will. C'mon, let's see some awesome fanzines like we did a few months back!



WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO SPECIFY WHICH SECTION YOUR CONTRIBUTION IS FOR (CLASSIFIEDS, FANZINES, HIGH SCORES ETC.)

FREEPLAY
COMPUTER AND VIDEO GAMES,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON, ECIR 3AU



Enjoyed this issue of Freeplay? We flinkin' hope so, cos this is YOUR section of the magazine. Freeplay gives you the chance to add your voice to Britain's greatest video games magazine in all manner of ways. If you can think of any other way you want to contribute to this section, don't hesitate to send us your ideas.

HIGH SCORES

Cracking the top score on your favourite game is sure proof that you are its rightful master. Obviously none of you are masters, cos you aren't sending any highscores. Best lap times, first shot time averages, *TnF* world records, *VF2* rankings – send any scores.

MOST WANTED

Why won't Capcom bring out a new *Ghouls 'N' Ghosts*? Is there ever going to be a *Virtua Racing 2*? If these are the kind of thoughts running through your mind, send them in. Your three Most Wanteds, in order of importance. Who knows, maybe Senor Capcom will see it...

ART

This seems to be your favourite section of the magazine. We literally get hundreds of pieces of artwork. And we personally look at every single one of them. If we haven't printed yours yet, it's probably still in the massive 'IN' tray. Keep them coming.

TIPS

Hidden stuff, techniques, codes, level selects, guides – send any hot gaming gems in to our Tips Troll, Ed Lomas. There's a prize for the best. And 'best' means new and incredible, not old and stolen from old CVGs.

CLASSIFIEDS

This is where you can offload any unwanted kit, or seek out some top bargains. It's not just video game-related stuff we accept, you can advertise anything – providing it's not illegal of course.

CARTOONS

We reckon Freeplay would look three hundred times better with some wicked cartoons in it. So why not remedy that problem. Send us some top toons featuring anyone you want – games characters or otherwise!

FANZINES

Some truly brilliant fanzines have graced Freeplay, but recently the flow of 'zines has dried up. Come on, aren't there some fanatics out there wanting coverage for their crazed publication?

PLEASE TICK

(THE RELEVANT BOX)



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☐ GAME(S)	☐ GAME(S)
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